

# **INFANTRY PLATOON DEFENSE (MECHANIZED)**

**Subcourse Number IN0498**

EDITION C

UNITED STATES ARMY INFANTRY SCHOOL  
FORT BENNING, GEORGIA 31905-5593

5 CREDIT HOURS

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## **SUBCOURSE OVERVIEW**

This subcourse is designed to teach the basic information on the fundamentals of mechanized infantry (M113) platoon defense. This includes mechanized (M113) infantry defense tactical planning and preparation, and conducting mechanized (M113) infantry platoon defense.

There are no prerequisites for this subcourse.

This subcourse reflects the doctrine which was current at the time it was prepared. In your own work situation, always refer to the latest publication.

The words "he", "him", and "men", when used in this publication, represent both the masculine and feminine genders unless otherwise stated.

### **Terminal Learning Objective**

**Action:** Identify and designate primary, alternate and supplementary fighting positions for key weapons in planning the defense (M113), prepare a platoon element sector sketch, direct a platoon size element's fires in the defense, identify defensive tactics and techniques, construct an M60 machine gun position, control platoon APCs in the defense, direct the conduct of a defense by a platoon, conduct of a defense by a squad, consolidate and reorganize a platoon following enemy contact while in the defense and direct dismounted defense from an M113 vehicle.

**Condition:** Given the subcourse material, a combat (training) scenario the student will complete the examination at the end of the subcourse.

**Standard:** You will demonstrate your comprehension and knowledge of Subcourse IN 0498 by achieving a minimum of 70% on a multiple-choice base examination and identify and designate primary, alternate and supplementary fighting positions for key weapons in planning the defense (M113), prepare a platoon element sector sketch, direct a platoon size element's fires in the defense, tactics and techniques, construct an M60 machine gun position, control platoon APCs in the defense, direct the conduct of a platoon defense, conduct defense by a squad, consolidate and reorganize a platoon following enemy contact while in

the defense, and direct dismounted defense from an M113 vehicle.

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# LESSON ONE

## MECHANIZED (M113) INFANTRY DEFENSE TACTICAL PLANNING AND PREPARATION

### Soldier's Manual Tasks:

- 071-326-5761 Designate primary, alternate, and supplementary fighting positions for key weapons in planning the M113 defense.
- 071-326-5770 Prepare an M113 platoon element sector sketch.
- 071-326-5780 Direct an M113 platoon-size element's fires in the defense using M113 defense tactics and techniques.
- 071-312-3004 Construct an M60 machine gun position.

### OVERVIEW

- TASK DESCRIPTION:** Mechanized Infantry (M113) Defense Tactical Planning and Preparation.
- TASKS:** Identify how to designate primary, alternate, and supplementary fighting positions for key weapons, how to plan the defense (M113) and prepare the platoon element's sector sketch (M113), how to direct the platoon element's fires in the defense, identify defensive tactics and techniques (M113), and construction of a M60 machine gun position.
- CONDITIONS:** Given the subcourse material for this lesson, a training scenario, the student will complete the practice exercise at the end of this lesson.
- STANDARDS:** The student will demonstrate his comprehension and knowledge by identifying how to designate primary, alternate, and supplementary fighting positions for key weapons, how to plan the defense (M113), how to direct the platoon element's sector sketch (M113), how to direct the platoon element's fires in the defense, identify defensive tactics and techniques (M113), and construction of a M60 machine gun position.
- REFERENCES:** The material in this lesson was derived from the following publications:  
FM 7-7  
STP 7-11B24-SM  
STP 7-11BCHM14-SM-TG

### INTRODUCTION

The purpose of defensive operations is to repel an enemy attack and destroy the attacker. Defensive operations may also be undertaken to hold critical terrain, to gain time, or to wear down the enemy. Your mechanized infantry platoon defends as part of a company or company team and completes tasks assigned to it by the company or company team commander.

Your platoon's defensive tasks include:

- Destroying enemy tanks, BMPs, and BTRs with dismounted or mounted Dragons and light antitank weapons (AT4s).
- Suppressing enemy antitank guided missiles (ATGM) fires with the caliber .50 machine gun, dismounted machine guns, squad automatic weapons, (SAWs), grenade launchers, and rifles.
- Repelling dismounted enemy attacks.
- Providing close-in security for tanks and improved TOW vehicles (ITVs) during limited visibility and in restrictive terrain.
- Locating the enemy and providing security by manning observation posts and conducting patrols and ambushes.
- Building obstacles to slow, stop, or canalize the enemy, and providing security for obstacles.
- Conducting platoon-size counterattacks or counterattacking as part of a larger force.

## **PART A - DESIGNATE PRIMARY, ALTERNATE, AND SUPPLEMENTARY FIGHTING POSITIONS FOR KEY WEAPONS IN PLANNING THE M113 DEFENSE**

### **1. General.**

As a platoon leader, you must prepare your platoon to defend as part of a larger force. Once you have been assigned your platoon's sector of responsibility, you must designate primary, alternate, and supplementary positions for your antiarmor weapons and machine guns. You and your subordinate leaders must ensure that the positions:

- Cover the most likely armor avenues of approach into the platoon area with medium antitank weapons (MAWs) (heavy antitank weapons (HAWs) if attached) from the primary positions.
- Cover the most likely dismounted avenues of approach into the platoon area with M60 machine guns, and caliber .50 machine guns from the primary positions, with emphasis on protection for the antiarmor positions.
- Provide coverage of the same sectors of fire from alternate positions.
- Provide coverage of armor and dismounted avenues of approach into the platoon area from supplementary positions that cannot be covered from the primary or alternate positions. This coverage includes approaches into the flanks or rear of the platoon area.
- Take maximum advantage of all available natural cover and concealment and weapons' capabilities.

### **2. Key Weapons Locations.**

You, as the platoon leader, normally select the location for your machine guns, Dragons, any attached crew-served weapons, and armored personnel carriers (APCs). The success of the platoon's mission depends greatly on the proper positioning of those weapons to obtain their maximum sustained firepower. You must make use of all available cover and concealment to provide those weapons with maximum protection from enemy observation and fire. The enemy will concentrate his efforts on

finding and destroying crew-served weapons because of their tremendous volume of destructive firepower. Primary, alternate, and supplementary positions which are described below, must be selected for your entire platoon, but positions for your machine guns and antiarmor weapons are most critical ([Figure 1-1](#)).

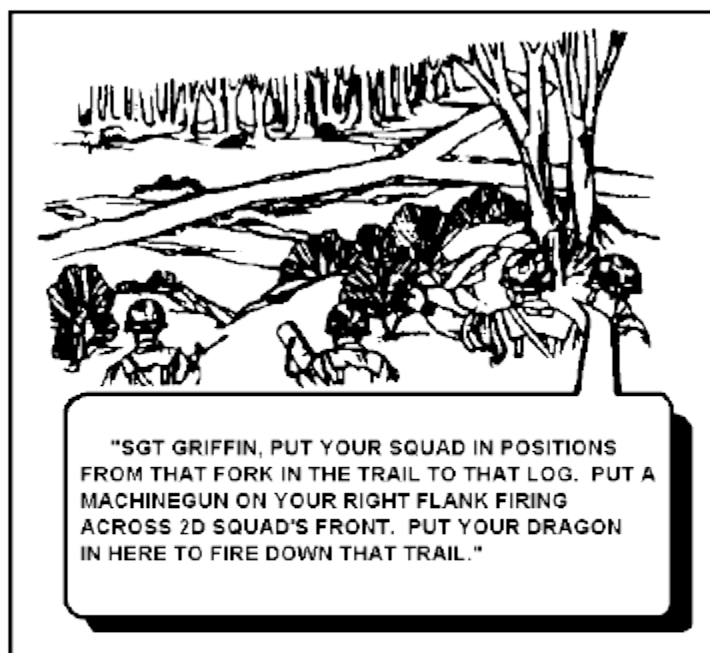


Figure 1-1. Machine Gun and Antiarmor Weapons Positions.

- Primary Position. This is the position within the platoon sector from which the crew-served weapon can best perform its mission ([Figure 1-2](#)).
- Alternate Position. An alternate position is a position to be occupied when the primary position can no longer be manned and from which the same sector of fire can be covered ([Figure 1-2](#)).

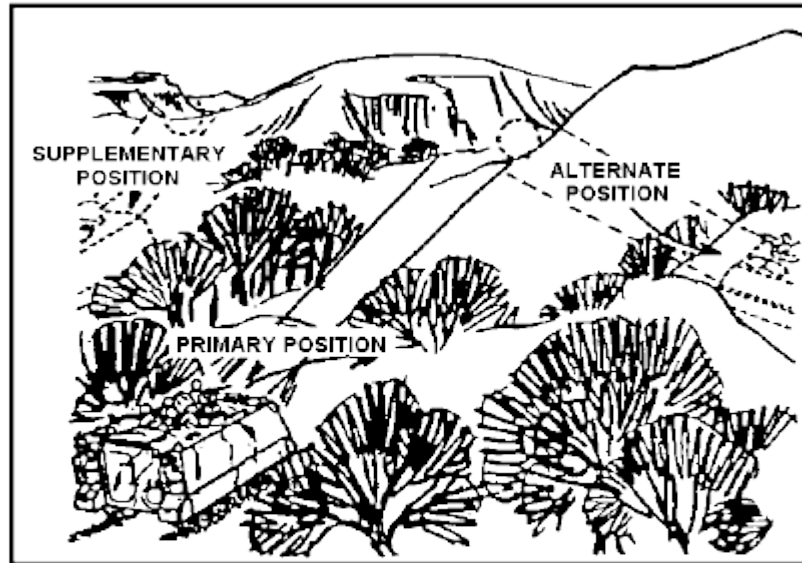


Figure 1-2. Platoon Positions.

- **Supplementary Position.** This is a position that provides the best location for the accomplishment of a task that cannot be accomplished from the primary or alternate positions, such as providing mutual support to adjacent platoons or defending against an attack from a different direction ([Figure 1-2](#)).

Position your key weapons where they have both cover and concealment, and good fields of fire. Strive to put them where their fires will be overlapping, integrated, and mutually supporting. Position them so that their fire will be heavier on the avenues of approach that the enemy will most likely use. The weapons placed on the flanks of your position must be tied in with the adjacent unit fires to prevent gaps ([Figure 1-3](#)).

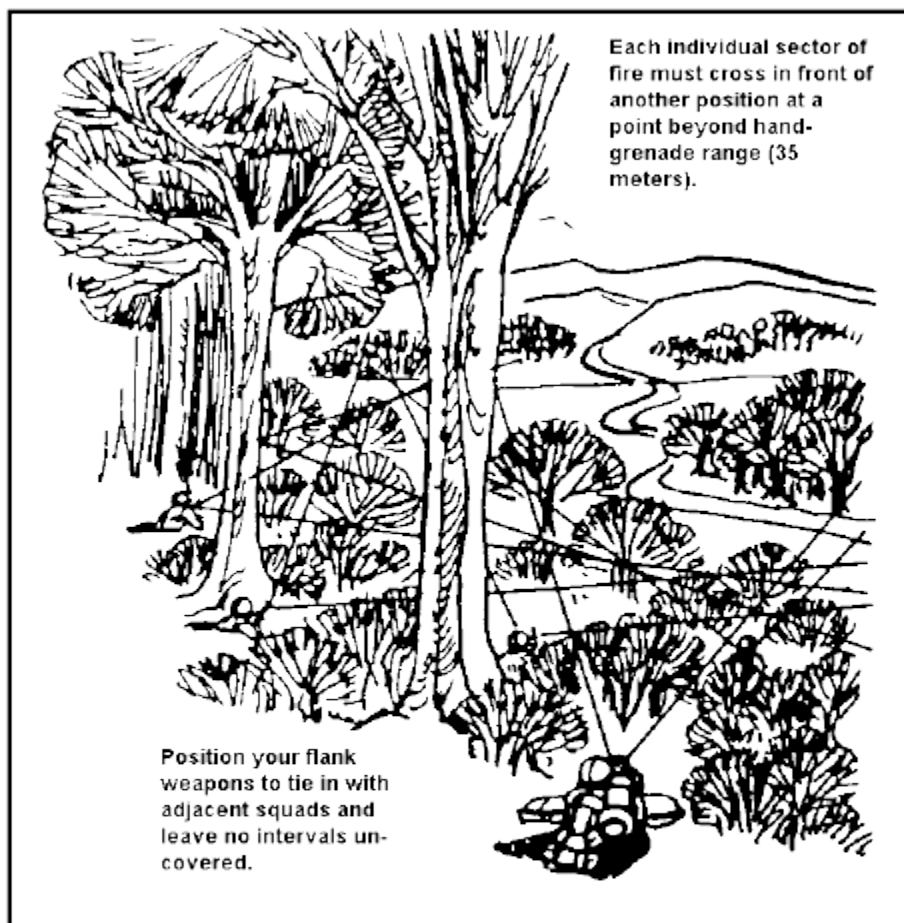


Figure 1-3. Positions of Key Weapons.

- **Cover.** Even when natural cover is available, it usually must be complemented by properly prepared positions. As cover is sometimes sparse, you must be skillful in selecting positions so that all natural cover is used to the maximum extent. When no natural cover exists, positions that are well prepared will protect your men and weapons from enemy fire.
- **Concealment.** The enemy's greatest effort will be toward locating the weapons that hold up his attack. Therefore, clever use of terrain and camouflage is mandatory to deceive the enemy. The best foliage for concealment is alive and natural. Even at night, dead foliage can be detected by electronic sensors.

### 3. Machine Guns.

Machine guns are the platoon's key weapons for defense against a dismounted infantry assault and for suppressing unprotected enemy direct fire weapons. Position your machine guns laterally across the front so you can have overlapping, mutually supporting bands of fire and, where the terrain allows, final protective fires (FPF). Machine gun fire is most effective when it hits the long axis of the enemy assault formation with the long axis of its beaten zone. ([Figure 1-4](#)). When you can, position machine guns in pairs to fire final protective lines (FPL) parallel to one another. Each machine gun should be assigned:

- A primary and a secondary sector of fire.
- An FPL or a principal direction of fire (PDF).
- At least one alternate position.
- Supplementary positions that give depth to the defense, provide mutual support to adjacent platoons, and/or meet an attack from a different direction.

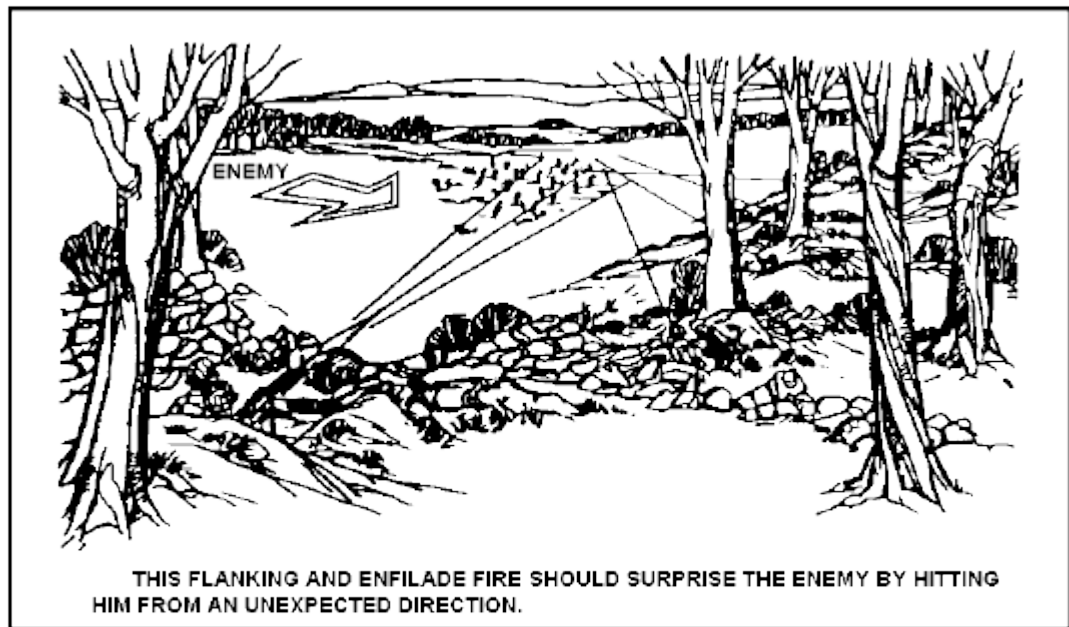


Figure 1-4. Supplementary Positions.

### 4. Dragons.

Medium antitank weapons are the key to the platoon's defense against a tank threat. You should consider the following when employing these weapons:

- Deploy them laterally and in depth to cover a designated armor kill zone. That keeps them from being hit by enemy fire directed at a single point or area.
- Position them to deliver surprise fire. Do so by using the terrain to get maximum use of cover, concealment, and fields of fire to hit the enemy from an unexpected direction (flank or rear).



- Keep central control of them. Enemy fire may cause antiarmor weapons to move to alternate positions or to supplementary positions to meet an attack from another direction. Coordinate their fire to provide a timely massing of fire at the critical point. When Dragon positions are selected, consider that:
  - In the least desired firing position, the prone position, the missile must be at least 15 centimeters (6 inches) above the ground.
  - Obstacles that could detonate the missile, snag its fins or wire, or interfere with its guidance must be cleared. DO NOT FIRE ACROSS POWER LINES.
  - The cover and concealment hiding one of these weapons must also hide its launch signature from the front. A rise in the ground that covers and conceals both the weapon and its signature is best.
  - Minimum range for the Dragon is 65 meters.
  - Position the Dragon so targets will not move behind obstacles before the missile strikes. This is important because, when a vehicle is engaged from the flank, it may move a few hundred meters before the missile strikes it. If you can see no obstacles in your field of view through the sight, then it is clear to launch a missile within that area to a target moving at right angles to your line of sight ([Figure 1-5](#)).

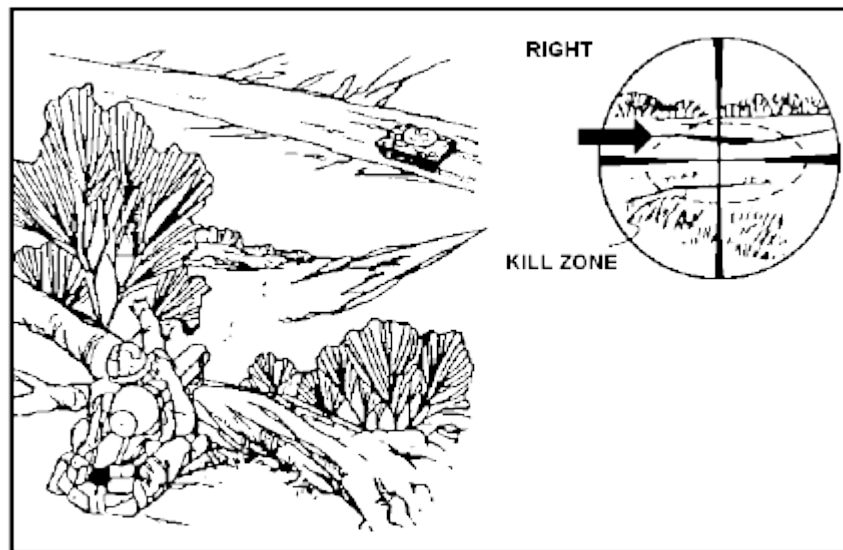


Figure 1-5. Dragon Positions.

## 5. Summary.

This concludes the discussion on designating positions for your platoon key weapons. We discussed the importance of selecting primary, alternate and supplementary positions for your antiarmor weapons and machine guns, having good cover and concealment, FPLs and PDFs for machine guns and positions for Dragons. We will now move to constructing an M60 machine gun position for an M113 platoon.

## PART B - CONSTRUCT AN M60 MACHINE GUN POSITION FOR AN M113 PLATOON

### 1. General.

A well built fighting position gives the defender a marked advantage over the attacker and enhances his weapons' firing capability. Fighting positions must provide cover and concealment against aerial and ground fire and observation, and provide for mutual support among fighting positions', observation, and fields of fire. As the platoon leader, you designate the specific location and sectors of fire for the M60 position to be constructed. You ensure the position incorporates natural cover such as mounds of earth, stumps, trees, or rocks. The position must also have observation and general fields of fire. The position must provide frontal and rear protection and overhead cover for the gun crew, and allow coverage of primary and secondary sectors of fire. Specific requirements for locating the firing positions includes:

- Cover. The position should be protected by a natural or man-made parapet. The parapet should be thick enough to protect from direct small-arms fire and high enough to hide the helmets of soldiers in the position. Also, the position should be protected from indirect fire (shrapnel) by at least 12 inches of dirt and log overhead.
- Concealment. The position should not be easily detected from the front -- it should blend with surroundings so that an approaching soldier about 35 meters to the front (hand-grenade range) cannot detect it. The position must also be protected from aerial observation.
- Fields of fire. The position must provide the gunner good observation and fields of fire in both sectors without destruction of natural camouflage.

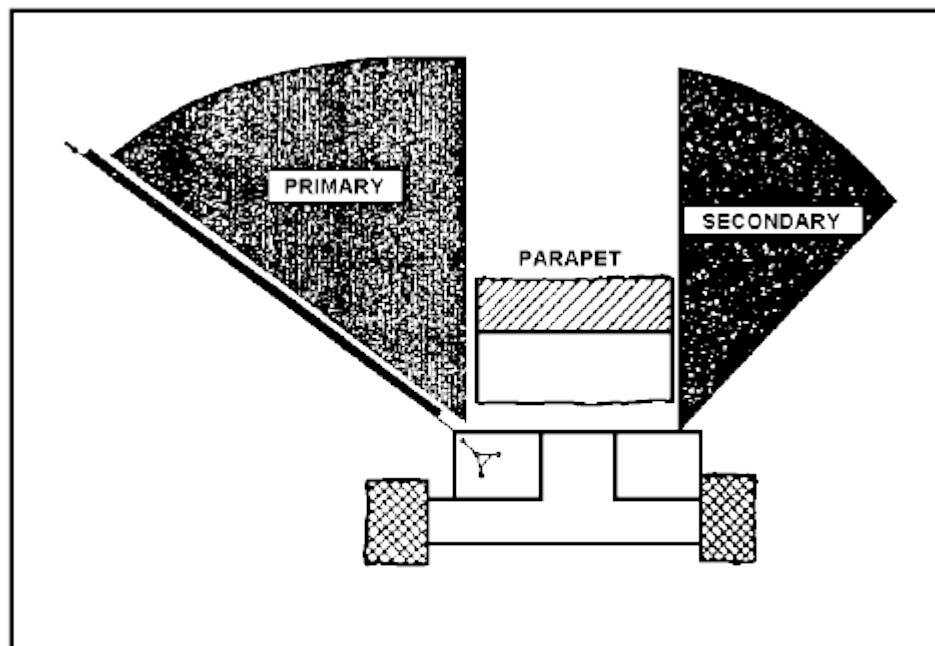


Figure 1-6. Layout of the Position.

- Size and shape. The position must be armpit deep and wide enough to allow two soldiers with load-bearing equipment (LBE) to move freely. It must have two distinct firing platforms whenever possible ([Figure 1-6](#)).
- Other requirements. The position must also include a grenade trench, a sloping floor with shallow trench for drainage, and a rear parapet. The rear parapet protects against small arms fire from the rear (fire from other friendly positions or supporting fire from APCs) and from shrapnel.

## 2. Preparing a Machine Gun Position.

After receiving the position of the machine gun, sector(s) of fire, and the FPL or PDF from you, the crew:

- Marks the position of the tripod legs where the gun can be laid on the FPL or PDF.
- Marks the limits of the sector of fire.
- Traces the outline of the hole and frontal cover.

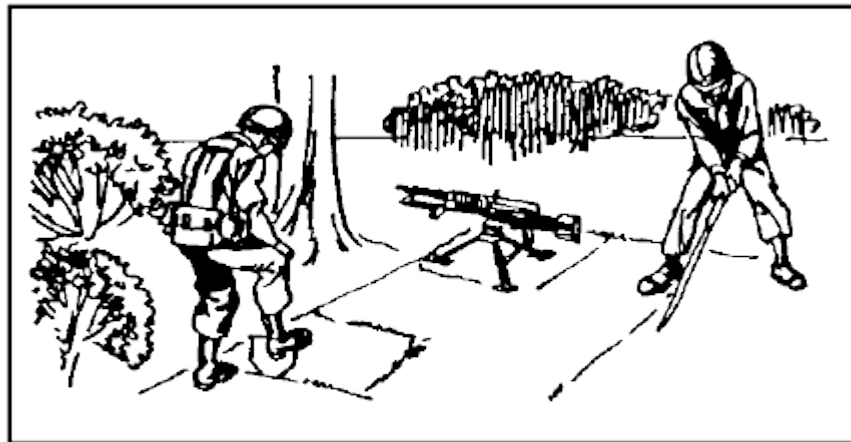


Figure 1-7. Tracing Outline.

- Firing Platforms. The firing platforms are the first part of the position to be dug. After the platforms are dug 4 to 6 inches deep, the machine gun will be positioned on one of them to cover the primary sector of fire ([Figure 1-8](#)). The remaining part of the position is completed around the firing platforms. Placing the machine gun on the firing platform at this time:
  - Lessens exposure if the crew has to shoot before the position is complete.
  - Reduces the height of the frontal cover needed.

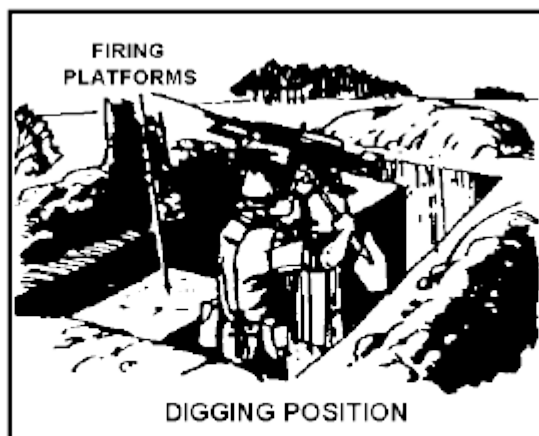


Figure 1-8. Preparation of the Position and Firing Platforms.

- Digging the Hole. The crew digs the hole, places some of the dirt where frontal cover is needed, and uses the rest for flank and rear cover. The hole is dug deep enough to protect the crew and still let the gunner shoot with comfort (about armpit deep).
- Grenade Sumps. Three trench-shaped grenade sumps are dug at various points so either crew member can kick a grenade into one.
- Single Sector Position. When a position does not have a secondary sector of fire, only half of the position is dug ([Figure 1-9](#)).

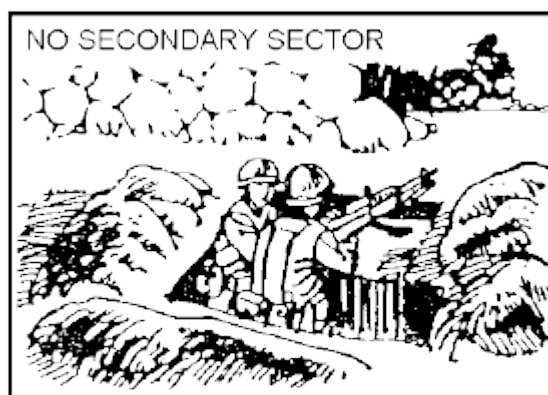


Figure 1-9. Single Sector Position.

- Overhead Cover. Overhead cover for a machine gun position is built the same as overhead cover for a two-man fighting position ([Figure 1-10](#)).

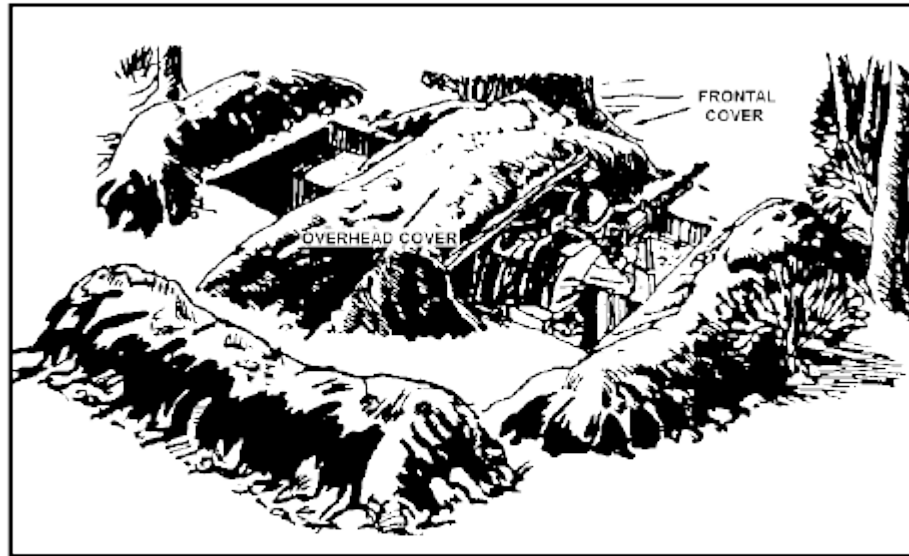


Figure 1-10. Position With Overhead Cover.

- Three-man Crew Position. When there is a three-man crew for the machine gun, the ammunition bearer digs a one-man fighting position to the flank. This flank position allows him to see and shoot to the front and oblique.
- Ammunition Bearer Position. Usually, the ammunition bearer is on the same side as the FPL or PDF so he can cover the machine gun's secondary sector, and so he can see the gunner and assistant gunner ([Figure 1-11](#)).

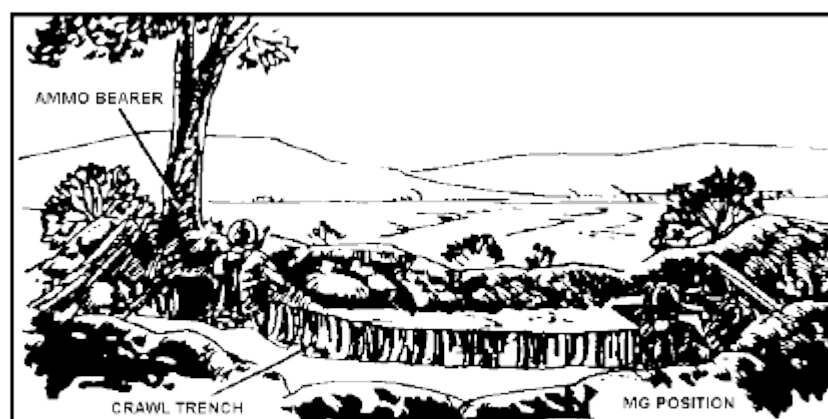


Figure 1-11. Ammunition Bearer in Position.

When you and your platoon sergeant are overseeing the construction of a fighting position for an M60 machine gun, you must make sure the crew:

- Positions the machine gun to lay on the FPL or PDF.
- Ensures that the secondary sector can also be covered.
- Outlines the position on the ground.
- Digs the firing platforms first.
- Positions the machine gun on the firing platform to cover the FPL or PDF.
- Constructs frontal cover, then constructs flank cover.
- Completes construction of the position to the extent required.

### 3. Summary.

This concludes the discussions on preparing an M60 machine gun position. We discussed cover, concealment fields of fire, and other requirements for locating the position. We also discussed how the crew prepares a machine gun position. We will now move to preparing a platoon sector sketch.

## **PART C - PREPARE A SQUAD AND A PLATOON ELEMENT SECTOR SKETCH**

### 1. General.

A sector sketch is a rough drawing, as close to scale as possible. The sketch serves as memory aids and helps you prepare your fire plan. The parts of the squad and platoon sector sketch described below are minimum necessary to make the sketch meaningful. Your unit standing operating procedure (SOP) or commander may require more detail.

### 2. Team or Squad Defensive Sector Sketch.

If your carrier teams and dismount teams are under squad control, each squad leader should prepare a sector sketch. (Each antiarmor specialist and 7.62-mm and caliber .50 machine gunners should prepare a range card.) The sketch helps the squad leader plan his defense, control the squad's fires, and as stated, aids you in preparing the platoon fire plan. If the squad is divided into a dismount team and a carrier team that are separated, the dismount team leader makes a team sector sketch and the carrier team leader prepares a range card.

The sector sketch ([Figure 1-12](#)) shows:

- Main terrain features in the sector and the range to each.
- Each primary position.
- Engagement areas or primary and secondary sectors of fire of each position.
- Dismounted machine gun FPLs or PDFs.
- Type of weapon in each position.
- Maximum engagement ranges of Dragon and caliber .50 machine guns.
- Observation post (OP) and leader positions.

- Target reference points (TRPs) in the sector.
- Dead space.
- Obstacles.

The squad sketch should be prepared based on direct observation of the sector and by using each weapon's range card. Two copies of the squad sketch should be made. One copy goes to the element leader or platoon leader. The other copy remains at the position.

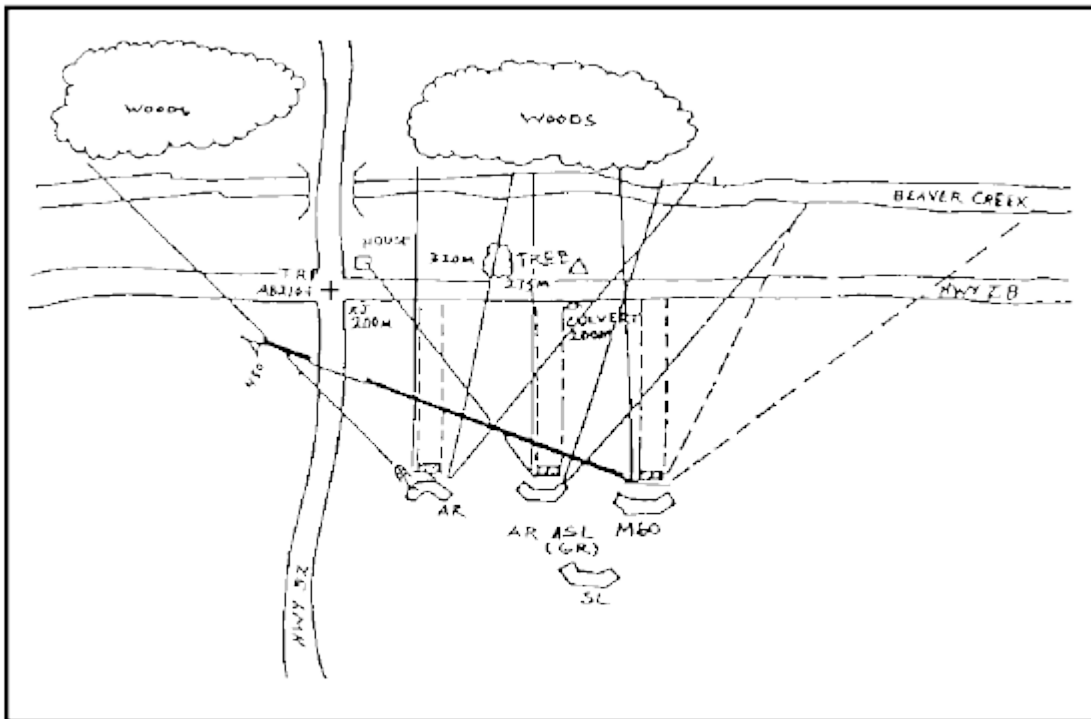


Figure 1-12. Squad Sector Sketch.

### 3. Platoon Defensive Sector Sketch.

Your platoon's defensive sector sketch is drawn as closely to scale as possible, and it includes targets for both direct and indirect fires ([Figure 1-13](#)). The platoon defensive sector sketch helps the company or company team commander to integrate his defenses. It also lets you shift fires in the platoon sector without moving to determine which weapon can fire into a certain area. You then can direct (by radiotelephone, voice, or signals) which fires are to be shifted to cover the threatened area. You can also instruct all or part of the platoon to move to alternate or supplementary positions, if necessary. If the platoon is organized into a carrier element and a dismount element, each element leader should prepare an element fire plan. The sketch should show:

- APC positions with primary sectors of fire or engagement areas.
- The platoon sector.
- Squad positions (as applicable).

- Dragon and machine gun positions, with primary sectors of fire for each.
- Machine gun FPLs or PDF.
- Maximum engagement range.
- OPs.
- Target reference points (TRP)(if applicable).
- Mines and other obstacles.
- Indirect-fire target locations.
- The indirect fire FPF location (if allocated).
- The location of the platoon command post (CP) and OP.
- Unit designation (no higher than company level) and date-time group.
- Weapons attached to the company and operating in the platoon area (tanks, ITVs).

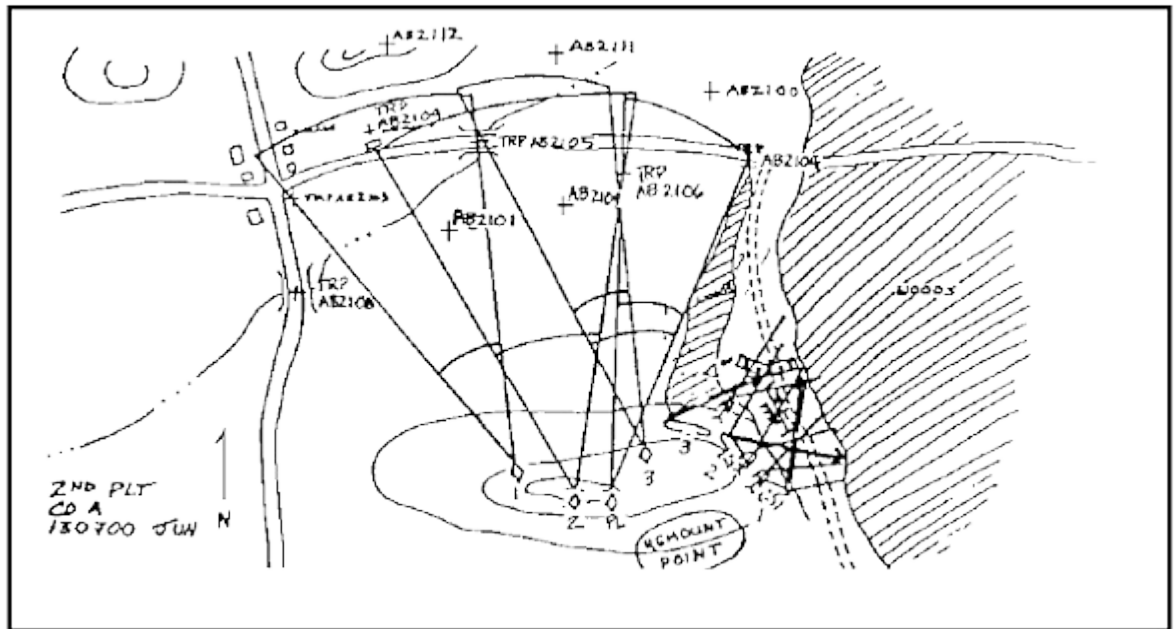


Figure 1-13. Platoon Sector Sketch.

As stated, the parts of the sector sketch described above are the minimum necessary to make the sketch meaningful. Unit SOP or the command may require more detail.

The sector sketch is devised as follows:

- Machine guns are assigned primary and secondary sectors of fire. Within the primary sector, the gunner is assigned an FPL or PDF, as appropriate.
- Each medium antitank weapon to cover the primary sector of fire is normally assigned a primary position and one or more alternate firing positions. Only primary positions with primary sectors of fire are shown on the sketch. If a supplementary position is assigned, it is



also shown. (Secondary sectors of fire from the primary position may be included if so ordered by the unit commander.)

- Target reference points are labeled in accordance with (IAW) unit SOP. TRPs are plotted on an overlay to help identify target locations and aid the control of direct and indirect fires. They should be plotted using manmade objects or terrain features within the platoon area. Indirect fires must be coordinated with the forward observer.
- If the platoon/element has been allocated an FPF, it should be positioned across the most dangerous avenue of approach. The company/perimeter commander has final authority for placing FPFs, but he may ask for your recommendation.
- Any obstacle in the platoon area (stream, defile, dense woods, buildings, etc.) should be noted on the overlay. Manmade obstacles, such as minefields and defensive wire, are noted with the appropriate military symbol.
- Indirect fire targets (mortar and artillery) should be plotted in front of, on, and behind the platoon/element position. The location and number of each target are shown on the overlay by number as received from the forward observer (FO). Indirect fires must be coordinated with the FO.

At least two copies of the platoon sector sketch should be prepared, one for you and one for the company commander. If time permits, additional copies may be given to each subordinate team or squad. Your platoon sector sketch must be forwarded to the company commander as soon as possible to facilitate company fire planning.

#### 4. Summary.

This concludes the discussion on preparing a squad and a platoon sector sketch. It was stated that the sector sketch helps the leader plan his defense and control fires. The minimum information required in the sketch, such as, main terrain features with range to each was presented. We will now move to directing an M113 platoon fires in the defense and identifying defensive tactics and techniques for an M113 platoon.

### **PART D - DIRECT A M113 PLATOON SIZE ELEMENT FIRES IN THE DEFENSE, AND IDENTIFY DEFENSIVE TACTICS AND TECHNIQUES FOR AN M113 PLATOON**

#### 1. Defensive Tactics and Techniques.

Your platoon's defense must capitalize on the APC's firepower and mobility, the Dragon's thermal vision equipment, and the dismounted infantryman's fighting capability.

Carrier teams with Dragons are best used to defend against mounted attacks along open avenues of approach.

Dismount teams are best used to defend against dismounted attacks along avenues that restrict mounted movement.

Seldom is it possible to position the carrier teams where they will not be subject to dismounted attack, or to position the dismount teams where the enemy cannot use his armored vehicles. Thus, it is essential that leaders and commanders carefully position and control carrier teams and dismount teams to make the most of the platoon's total combat power. This is not a simple matter: the APC firing the caliber .50 machine gun or Dragon is chiefly a medium-range weapon system, but the dismounted infantryman is most effective at short ranges. If the two are properly used, they complement and mutually support each other.

## 2. Control Techniques.

When the entire platoon is mounted, control is relatively simple. When dismount teams are deployed, control becomes difficult. There are two ways for you to control the carrier teams and dismount teams:

- Squad Control. The carrier team and dismount team remain under squad leader control only when the two teams are collocated. Because the two teams are together, this method improves control, concentrates firepower, and increases security. The squad leader may remain in the vehicle or dismount, whichever allows him to best control the entire squad and influence the fight.
- Platoon Control. When the carrier teams are positioned away from the dismount teams, the teams are formed into a carrier element and a dismount element, each under platoon control. In this situation, you must decide which element has the most important mission and from which position you can best control the entire platoon and influence the action. Whichever element you decide to be with, you control the other element through your platoon sergeant.

## 3. Methods of Employment.

There are three methods of employing platoons in defensive operations:

- Carrier teams and dismount teams on the same battle position.
- Carrier element and dismount element on separate battle positions.
- Platoon mounted on a single battle position.

As discussed in Part A, no matter what the method of employment, the entire platoon and each element and team can be assigned primary, alternate, and supplementary defensive positions.

In a primary position, a unit or individual can best fight to accomplish the assigned mission.

In an alternate position, generally adjacent to the primary position, a unit or individual can perform the original task when the primary position becomes untenable or unsuitable.

In a supplementary position, a unit or individual can accomplish a task that cannot be accomplished from the primary or alternate positions.

- Carrier Teams and Dismount Teams on the Same Battle Position. When possible, your platoon defends with the carrier teams and the dismount teams on the same battle position ([Figure 1-14](#)). This method takes greatest advantage of the platoon's defensive capability. Using it, the

platoon can defend against mounted or dismounted attacks, move rapidly to another battle position, or conduct a counterattack.

Within the battle position, the carrier teams may be positioned with the dismount teams, or they may be forward of, on a flank of, or behind the dismount teams.

The carrier teams remain with the dismount teams when the terrain provides both teams with good observation, fields of fire, and cover and concealment. This is the preferred method because it simplifies control, insures mutual support, and facilitates remounting the vehicles.

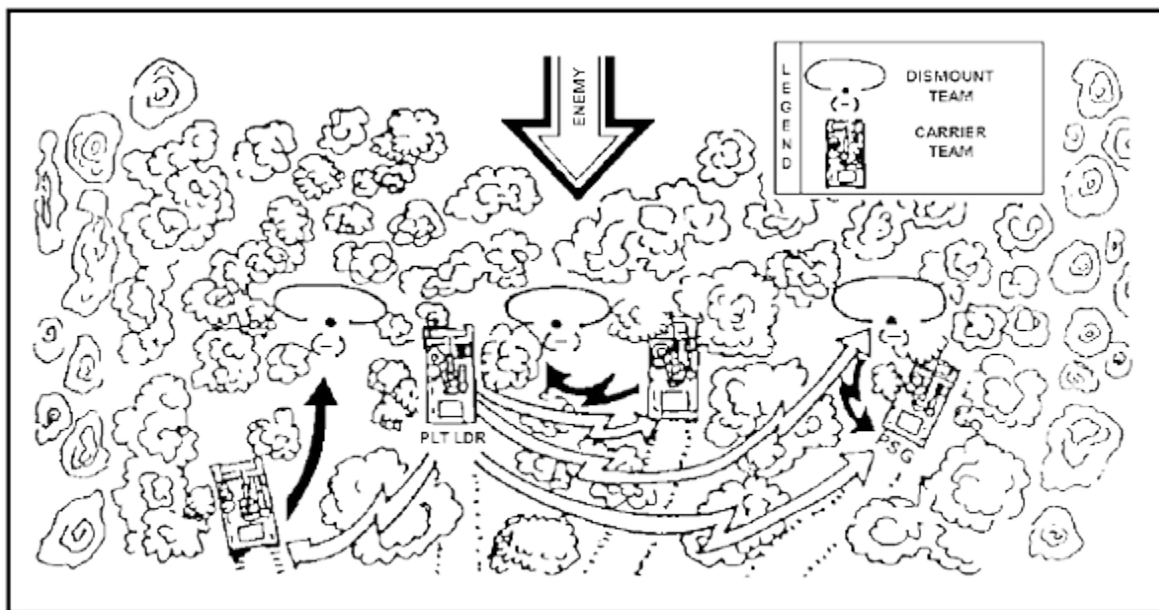


Figure 1-14. Teams On Same Battle Position.

You, as the platoon leader, assign each squad a primary position and sector of fire. You may also assign alternate positions and sectors. You give a general location for each OP and designate which squad will man OPs.

You supervise the positioning of each APC, insuring that it ties in with the other APCs according to your concept of the defense. Each squad leader positions his dismount team (complemented by the vehicle's fires) to provide security oriented on dismounted avenues of approach.

When using this technique, each squad leader retains control of the dismount team and the carrier team. Each squad leader positions himself where he can observe and control his squad's operations. A squad leader can usually observe the battlefield and control the carrier fires better from the carrier.

Initially, and when it is necessary to gain better observation and fields of fire and thus take better advantage of mounted weapons, the carrier element can be employed forward of the dismount element. In that case, the dismount element is positioned to the rear to avoid unnecessary exposure to enemy fire directed at the APCs. The dismount element should use available time to prepare fighting positions and obstacles. When the enemy attacks, the carrier element normally will engage enemy formations at maximum range and, when endangered, move to alternate positions to the flank or to the rear of the dismount element. The timing of this move is critical. While maximum advantage can often be gained

by employing the carrier element forward, the carriers become more vulnerable to enemy fire as the enemy closes.

In most situations, the squad leaders will stay in the same element with you. Because the carrier element will be the first to see and engage the enemy, and because timing of movement to alternate positions is so critical, you may decide to stay with the carrier element. Your platoon sergeant then would be the dismount element leader. Sometimes, tactical considerations dictate other methods. For example, when the primary fight is expected to be dismounted, it may be wise to leave the squad leaders with the dismount element while you stay forward with the carrier element. As the situation develops, you may move with the carrier element or dismount in a position where you can better control both elements. This allows you to stay abreast of the situation and still provide maximum control where the primary fight is expected.

You should assign each carrier team a primary forward position and at least one alternate position. You should also assign positions to be occupied after displacement. Similarly, you or your platoon sergeant assigns each dismount team a primary and alternate position and a sector fire, which complement the carrier element's positions once the vehicles have displaced rearward. Carrier element leaders should also plan supplementary positions to maintain security in case one or more vehicles are disabled during the initial engagement.

When the battle position has two avenues of approach, one with long-range and one with short-range fields of fire, the carrier element is positioned on the same battle position but to the flank of the dismount element ([Figure 1-15](#)). This allows good positioning of the carrier element and the dismount element because each is positioned on terrain best suited to its capabilities. Such positioning may allow for a more determined defense, but, in the heat of battle, remounting the carriers by the dismount element may be difficult.



Figure 1-15. Carrier Element on Flank.

The carrier element and the dismount element should not be separated beyond mutual supporting distance. You should personally direct the positioning of each APC, if possible; assign sectors of fire to the dismount team; and assign primary and alternate positions and sectors of fire to crew-served

weapons and ground-mounted Dragons. If you are called to the company command post on arrival at the battle position, your platoon sergeant lays in the platoons. In that case, you have the responsibility of checking the platoon defense on your return.

During reduced visibility, you may find you need to reposition a dismount team, (for example, nearer to the carrier element), to provide local security.

When covered positions are available for the dismount element but not for the carrier element, when the terrain is too restrictive for vehicle movement, or when multiple mounted avenues of approach exist, the carrier element is positioned on the same battle position but to the rear of the dismount element ([Figure 1-16](#)). You should position the carrier element so that it can overwatch the dismount element. You may decide to keep the carrier element in a centralized hide position.

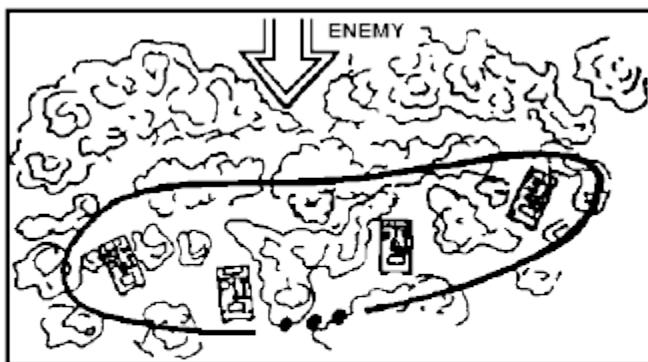


Figure 1-16. Same Battle Position.

This allows the carrier element to make a quick move and mass its fires on whichever avenue of approach the enemy uses. (Hide position will be discussed later in this Part of the subcourse and in lesson two.)

This method is best suited to avenues of approach that represent a dismounted threat.

- Carrier Element and Dismount Element on Separate Battle Positions. The company or company team commander may decide to employ the carrier element and dismount element separately. With this method, the separated elements may be less able to support each other ([Figure 1-17](#)).

Control is difficult when the elements are separated since the two elements will have different missions. The company or company team commander may choose to control both elements directly, by having both element leaders on the company or company team command net. If so, the commander will normally tell you which element to be with.

Leaders of dismount teams must plan operations that do not need the support of their vehicles. The quantity and type of weapons, ammunition, mines, equipment, and supplies to be with the dismount element must be taken into account. How long the teams will operate separately and how quickly the dismount teams must be able to remount are important planning considerations.

The carrier element may be employed well forward to perform a specific mission. When its mission is completed, the carrier element displaces and rejoins the dismount element. This method may be used when the commander wants to use the APCs for antiarmor engagements well forward of the dismount element's intended positions. In such fights, the carrier element must avoid decisive engagements because the element lacks a dismounted carrier capability. Dismount teams which cannot be used forward appropriately are left in the rear to improve positions and emplace obstacles. Once it has returned to the dismount element's position, the carrier element can fight using any of the methods discussed earlier.



Figure 1-17. Separate Battle Positions.

Another variation with the carrier element and dismount element on separate positions is to have the two elements fighting from two adjacent battle positions covering the same avenue of approach, and rejoining only to move from those positions.

A company or company team commander may use this plan when he needs the dismount element in one location and the carrier element in another, and when both can be employed from separate positions. This situation might arise when:

- The primary position for the dismount element does not allow adequate fields of fire for the carrier weapons.
- Sufficient forces are not available to cover separate mounted and dismounted avenues of approach.
- The dismount element must occupy heavily wooded or rugged terrain that the APCs cannot traverse.

When this variation of adjacent position is used, a key consideration is how and where the two elements will link up. Both elements need covered routes to a concealed remount point where the dismount elements can rejoin the carrier element. Because the carrier element can move faster than the

dismount element and has more protection against small arms and indirect fires, the platoon remount point should be as close to the dismount element as possible.

During limited visibility, the company or company team commander may change his plans to provide additional security for the carrier element. This can be done by moving a dismount team to the carrier element's position or by rejoining the platoon on a single battle position.

- **Platoon Mounted on a Single Battle Position.** The platoon defends mounted from a single position if the most advantage can be gained by medium-range antiarmor engagement with mounted Dragon systems and no major gain can be made by deploying a dismount element. This method is used only in a hasty defense when the platoon is going to be in position for only a short time. Staying mounted simplifies your control of the platoon and improves the platoon's ability to react and move quickly. Besides, it reduces troop exposure to indirect fire and provides an excellent posture to exploit an enemy weakness by counterattack. This method may also be used when the platoon must fight immediately upon occupying a position or when the platoon is alerted to be ready to move to another battle position. It should be remembered, however, that the carrier will draw return fire which will endanger the mounted squad ([Figure 1-18](#)).

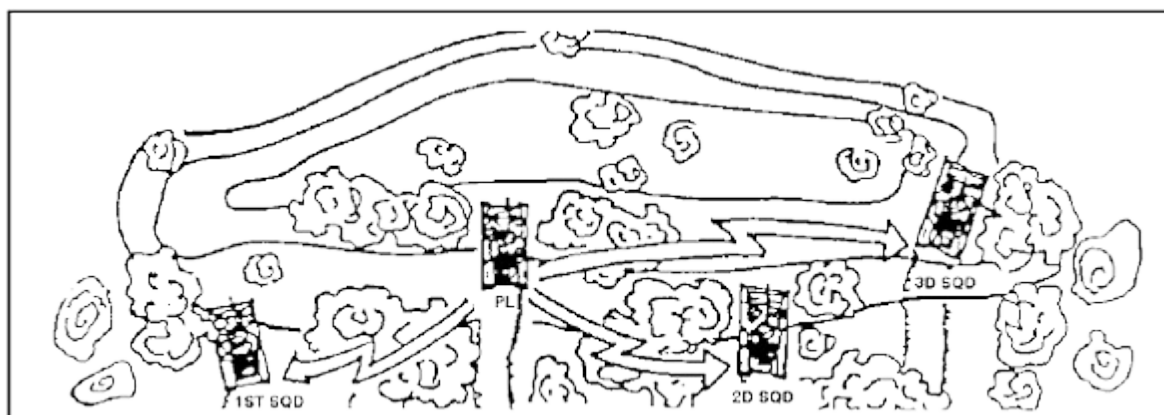


Figure 1-18. Mounted On A Single Battle Position.

Normally, staying mounted is the least desirable method of employment. The major disadvantage is that less short-range firepower can be produced, and local observation and security are reduced. The platoon is more vulnerable to an attack by dismounted infantry forces. Each squad, by SOP, should dismount a small force (two or three men) for local security each time it halts. These men are led by the team leader. They use natural cover and concealment. If the enemy does not attack, the remainder of the dismount teams should deploy and prepare fighting positions.

#### 4. Battle Positions.

A defender has certain natural advantages the attacker does not have. These include a better knowledge of the terrain, ability to better use the terrain for protection and concealment, and a better opportunity to plan the fight. It is essential that platoons and squads select and occupy their positions carefully. If they do not, they lose many of the defender's advantages.



## 5. Carrier Team Positions.

The firepower of the caliber .50 machine gun and Dragon is one of the platoon's greatest assets. Hence, you first consider where to position the APCs, and then, if the situation allows, build the platoon defense around them. Ideally, each vehicle's position provides:

- Good fields of fire into the most likely avenues of enemy approach.
- Cover, especially to the front.
- Concealment from both ground and air observation.
- Covered and concealed routes to and between positions and to the platoon remount point (if applicable).
- Mutual support between positions.

Hull-down positions should be occupied whenever possible. In such positions, mounted weapons are least exposed to enemy fire, and the hull is protected by cover ([Figure 1-19](#)). By camouflaging the weapons, the APC is then difficult to detect, yet the mounted weapons can still be fired. When first occupying a hull-down position, the caliber .50 machine gun should be fully depressed to insure that close-in targets can be engaged without moving the vehicle. If available, engineer assets can assist the platoon in preparing hull-down positions.



Figure 1-19. APC Hull Down.

Each vehicle should have a primary position and as many alternate positions as needed to cover the entire sector of fire. Supplementary positions may be designated to cover secondary sectors of fire. All mounted weapon systems should be considered when positions are selected and prepared.

Dragons can kill tanks out to 1,000 meters. This is within effective range of a tank's main gun (usually between 1,500 and 2,000 meters). This gives the tank a stand-off advantage. To offset the advantage, APCs must have good hull-down positions, suppress enemy tanks with indirect fire, coordinate tube-



launched, optically-tracked, wire-guided (TOW) missile fire and Dragon fires, and insure that tanks fired on are in range.

This kill probability of the Dragon rises if it hits the tank's weaker side armor. Flank engagements are advisable because a tank crew's observation and the tank's main gun are normally oriented to the front. Thus, a side or flank engagement reduces the chances of being detected while it improves the chances of a kill. As discussed earlier, the Dragon system positions must offer unobstructed fields of fire and a clear backblast area.

In some defensive situations where the emphasis is on the dismount element to hold ground, the carrier element will have to make the best possible use of less than ideal terrain. The use of the mounted carrier must be weighed against its possible loss.

The APC cannot survive against antiarmor missiles, tank fire, or BMP and BTR fire. Thus, the vehicle is subject to being suppressed or destroyed by enemy fire. The best way the vehicle can overcome this disadvantage is to stay concealed and deliver surprise flank fire on enemy tanks or other armored vehicles.

When a carrier has fired on an enemy formation, it probably will attract return enemy fire. This APC should, if possible, pull back into a defilade position and another APC, as yet unseen by the enemy, should fire on an enemy vehicle that is firing at the first APC. This is mutual support.

The enemy will attempt to suppress the carrier with direct and indirect fire and smoke. So, the carrier element should be positioned to get as much separation as possible between APCs while still mutually supporting each other. This cuts down the chances of two or more APCs being suppressed by the same enemy fires.

## 6. Hide Positions.

When covered and concealed positions are not available for the APCs, initially it may be necessary to hide the vehicles in well-concealed positions to the rear. If the carrier teams are collocated with the dismount teams, the dismounted infantrymen can observe the sector and call the carrier forward to preselected firing positions when enemy targets are in firing range. The hide-position technique may be used by individual carrier teams or by the entire carrier element. If the elements are separated, the carrier element leader may have to dismount and move forward to observe the sector.

The use of hide positions helps avoid early detection by enemy ground forces. Also, it can help avoid detection by enemy air. Routes from hide positions to firing positions should be concealed so that the vehicles moving forward will not be detected and engaged by the enemy. Communications between the observers and carrier element can be by prearranged visual signals, wire, or radio. By having several firing positions for a single hide position, each APC is able to engage targets with caliber .50 machine gun or Dragon and then move to another firing position before the enemy can effectively return fire ([Figure 1-20](#)).



Figure 1-20. Hide Positions.

A variation of hide positions may be used by the entire platoon to gain protection from intense enemy artillery barrages when the platoon has not had time to prepare adequate fighting positions. By staying mounted and moving to covered and concealed positions to the flank or rear of the intended position, the platoon can wait through an enemy barrage and then occupy the position when the barrage ends. You must position yourself to allow observation of enemy avenues of approach so that you can decide the proper time to move the platoon into position. As discussed earlier, route selection is critical to avoid disclosure of friendly positions. Timing is critical since the enemy only employs barrages if his maneuver forces are in position to exploit them.

#### 7. Dismount Team Positions.

The company or company team commander's concept of the defense normally specifies when the dismount teams are to be deployed and where they are to be positioned. When possible, the platoon's defense is built around the APC and the dismount element's fighting capabilities. The dismount teams are best employed against enemy dismounted infantry, so they should be positioned in areas where the enemy is most likely to fight on foot. Such areas include small towns, rugged terrain, and thick woods.

Seldom is it possible to position the dismount teams in areas that will preclude the enemy's use of armored vehicles; hence, you must plan for the dismount teams to fight a mounted and dismounted enemy threat. Restrictive mounted approaches, such as secondary roads, trails, and roads bordered by natural obstacles, are areas well suited for the dismount team's defense against a mounted enemy.

The dismount team members are usually placed in two-man positions. The squad leader should consider whether to remain mounted or to dismount the APC and leave the gunner and driver as the

carrier team. If the sector being defended is narrow, then the number of positions may be reduced. If a sector is wide, then it may become necessary to occupy positions with only one man. (Remember to maintain two-man positions on crew-served weapons such as the M60 machine gun if a gunner is designated.)

Even though it is a small organization, the dismount team has lots of combat power. To fight enemy dismounted attacks, it is armed with one M60 machine gun, three M16A1 rifles (one if the M60 is manned), two M203 grenade launchers (each mounted on an M16A1 rifle), two SAWs, and assorted hand grenades and antipersonnel mines. Against enemy mounted attacks, the dismount team can employ the Dragon, AT4s, the M203 high explosive dual-purpose (HEDP) round, and antitank mines.

The distance between dismount teams will be determined by enemy capabilities, the terrain, visibility conditions, strength of the dismount teams, and their location with respect to the carrier teams.

If each squad has its dismount team dismounted and collocated with its carrier team, distances between squads can be increased. Still, each squad should tie in its fires with the other squads to provide mutual support.

When the dismount element and carrier element are separated, the teams within each element should be mutually supporting, and should be positioned to render this support.

Where possible, the dismount element's fires reinforce and protect the carrier element. Dismounted infantry should be positioned to maximize the effects of the terrain so that the enemy has limited fields of fire/observation into friendly positions. Friendly artillery and mortar fire should be planned with priority going to support of the dismount element.

When preparing the dismount element position, the first thing the element leader does is explain to the dismount team leaders how the carrier teams are to be used. He then assigns each team leader a sector, tells him where to position his machine gun, (if manned), and Dragon (if not mounted), and assigns sectors of fire for each weapon. The dismount element leader insures that key weapons are mutually supporting and that no gaps appear in the element's sector. Overlapping sectors of observation and fire between adjacent weapons, fighting positions, and teams provide mutual support within the element's sector ([Figure 1-21](#)). This fire must be enough to stop enemy soldiers from penetrating the position or isolating any part of the dismount element. Obstacles should be planned and emplaced to support the fire plan. Engineer assets, whenever available, should be used to the maximum extent to emplace obstacles and/or to prepare positions.

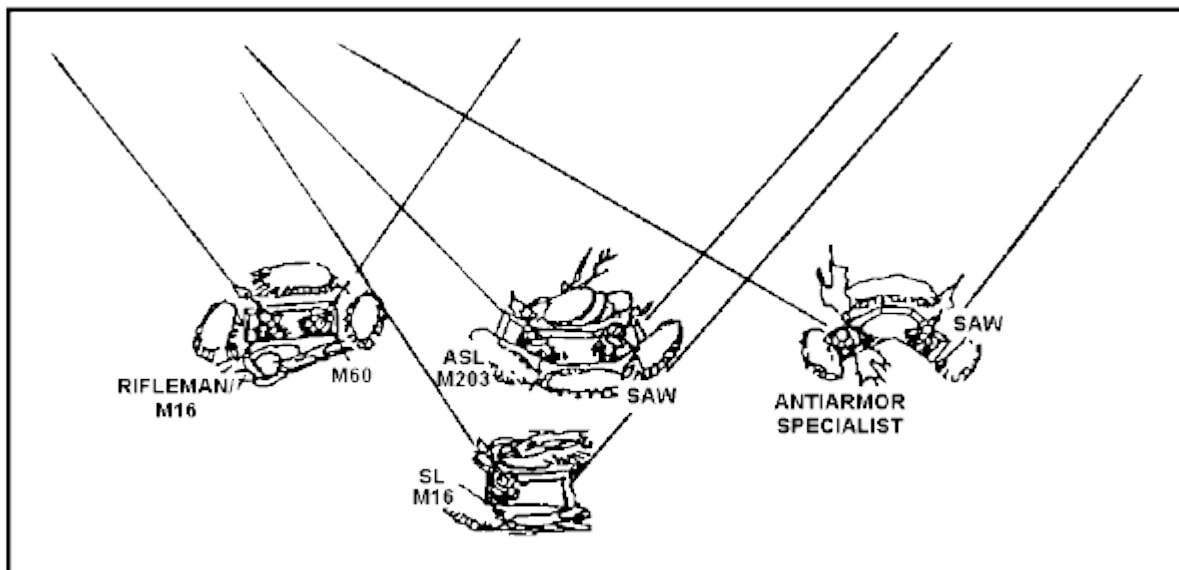


Figure 1-21. Overlapping Fires.

Protection against enemy indirect fire is a major consideration when preparing dismount team positions. The enemy has the capability to concentrate large amounts of indirect fire. Intense barrages can be expected before any attack. The barrages will continue until the last possible moment before the enemy closes on friendly positions. If dismount teams are deployed, they must be protected. If there is no time to prepare fighting positions with overhead cover, and the APCs are on the same position, dismount teams should mount their APCs until the indirect fire is shifted past the platoon's position. Then the teams can quickly reoccupy their fighting positions under the APCs' covering fires and prepare for the enemy's dismounted attack.

Since the dismount teams are normally employed in areas that restrict mounted movement, Dragon positions with suitable engagement ranges may not be available ([Figure 1-22](#)). If this is the case, Dragons initially may be positioned forward or on the flanks of the dismount element to obtain better fields of fire. As discussed, Dragons should be positioned to obtain flank shots whenever possible. In the absence of Dragon targets or when Dragon missiles have been expended, antiarmor specialists fire their M16A1 rifles.

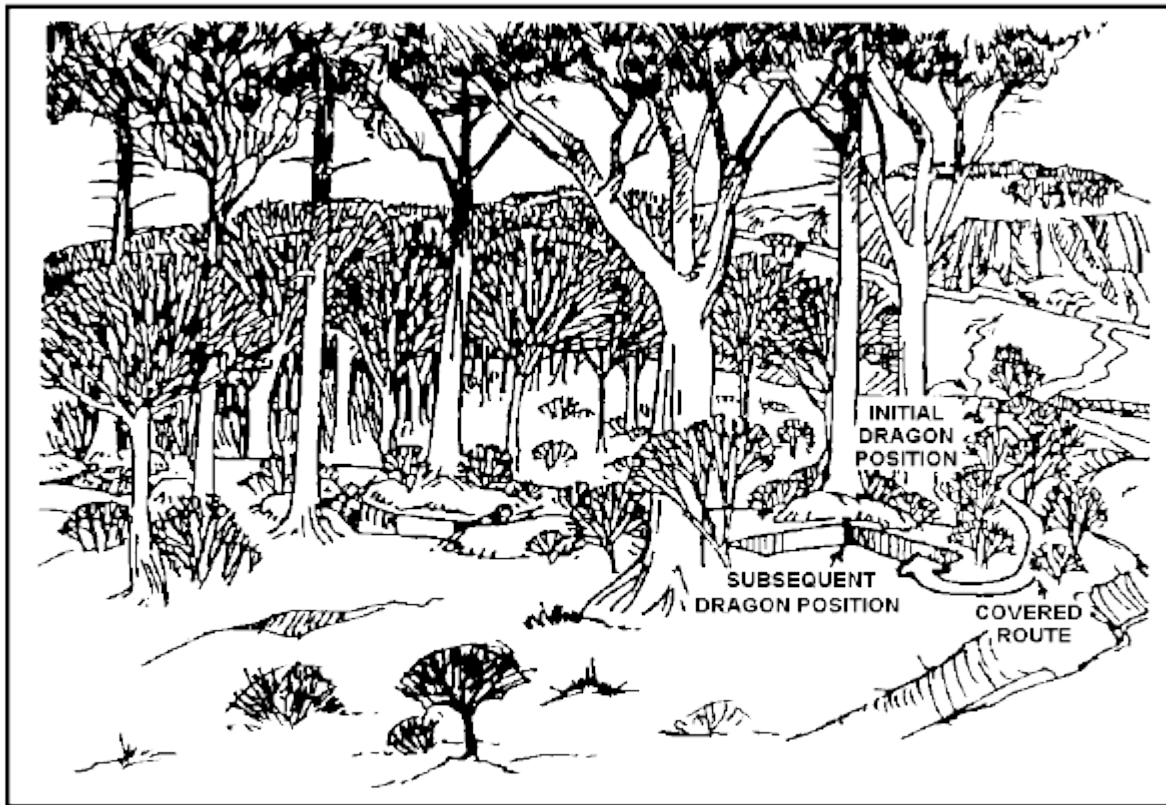


Figure 1-22. Dragon Positioning

Machine guns and SAWs are the dismount element's main weapons to stop infantry attacks. As a rule, all the platoon's machine guns/SAWs are brought to the dismount element's position. The machine guns should be used on tripods with traversing and elevating mechanisms. Their positions should provide sectors of fire across the dismount element's front, interlocking with the carrier element and adjacent platoons, when possible. Machine gun positions should have frontal cover. As mentioned in Part A, machine guns are most effective when delivering enfilade fire down the line of the enemy assault formation ([Figure 1-23](#)).

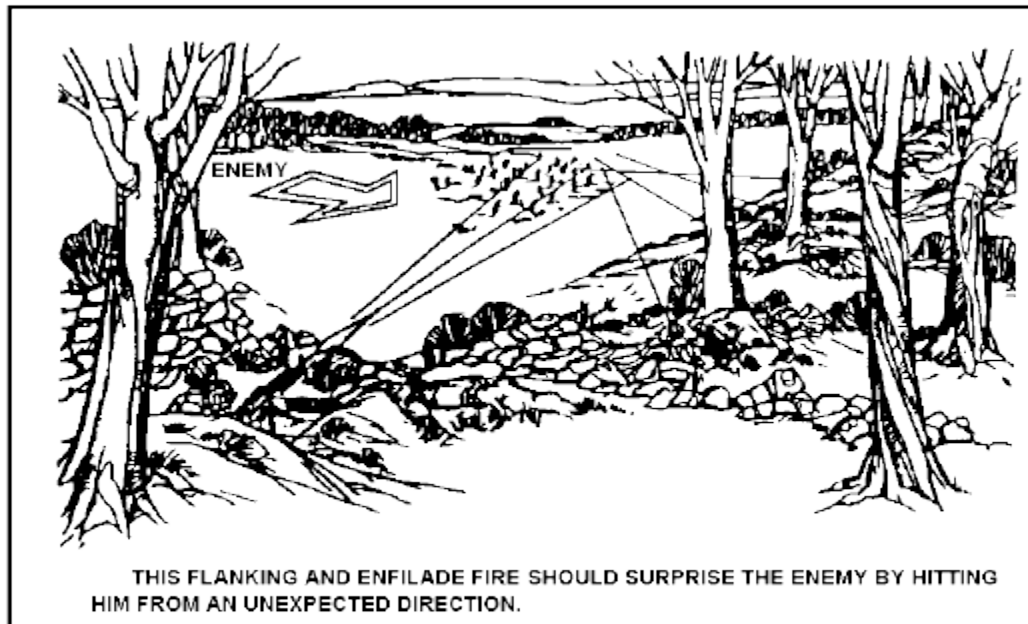


Figure 1-23. Machine Gun Positions.

Where it can be done, machine guns are assigned a final protective line (FPL). An FPL is a line where, with interlocking fire and obstacles, you plan to stop an enemy dismounted assault. Generally, it is across the front of the battle position. A machine gun FPL should supply as much grazing fire as possible. Grazing fire is to be no more than 1 meter above the ground (about hip high). Dead space is any area along the FPL that cannot be hit with grazing fire. Dead space is found by having a man walk the FPL. The machine gunner eyes the man walking down the line and records on his range card areas grazing fire does not cover ([Figure 1-24](#)). Dead space should be covered by fires from the grenadiers using the M203. Additionally, indirect fire, such as mortars, can be planned on dead space. Where possible, FPLs should overlap so that the loss of a machine gun will not leave a gap.

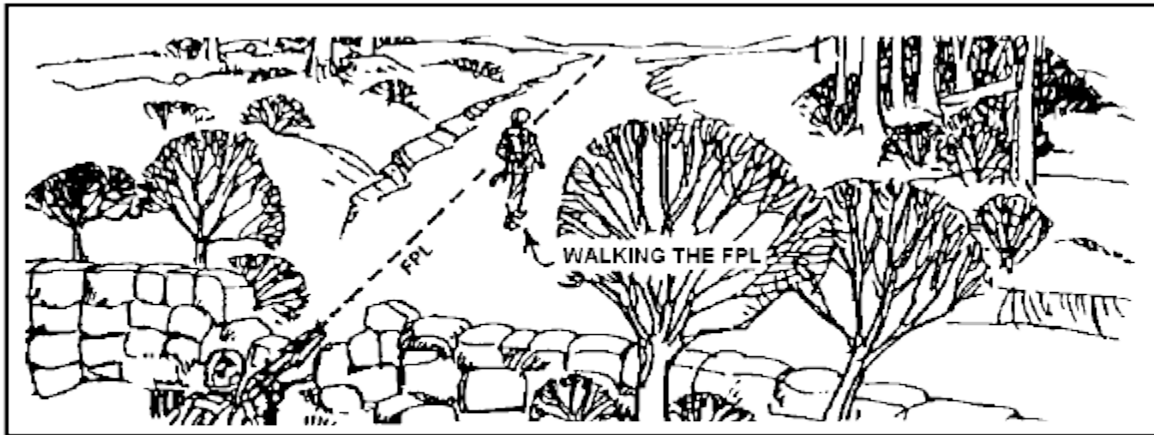


Figure 1-24. Checking Dead Space.

Sometimes, a gully or ditch may lead into a position. If so, a machine gun may be positioned to fire directly down the approach rather than across the team's front. This machine gun will be assigned a principal direction of fire (PDF) down the approach ([Figure 1-25](#)).

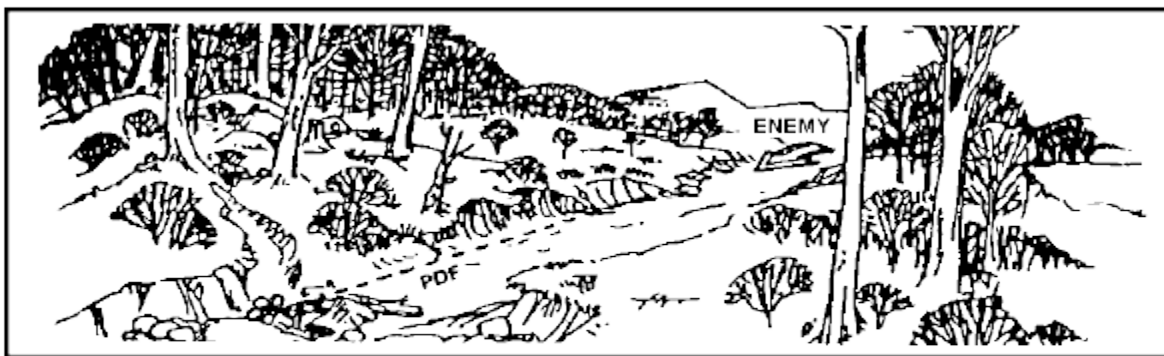


Figure 1-25. Principle Direction of Fire.

A machine gun is always laid on its FPL or PDF unless engaging other targets. The FPL machine guns should be fired all at the same time and on signal.

The M60 requires an assistant machine gunner. He should be assigned a sector that helps secure the machine gun position, cover gaps in the machine gun fire, or overlap the machine gun's sector, if no gaps exist. If the gunner becomes a casualty, the assistant mans the machine gun. If a mounted enemy attack closes within 400 to 500 meters, the assistant should fire his weapon at any exposed enemy tank commanders on tanks, BMPs, BTRs. This would force them to close their hatches; thus, it would intensify their control problems.

The two SAWs should be positioned to cover gaps in the machine guns' sector. If there are no gaps, SAWs should be assigned sectors that overlap the machine guns' sector. This will insure coverage throughout the team's sector.

The AT4s are the dismount teams' primary close-in antiarmor weapon. Each dismount team should have several AT4s in its position. A soldier's sector of fire for the AT4 is the same as for his primary weapon.

Enemy approaches into the position should be covered with mines. (Employment of mines requires battalion approval.) To cover dead space that cannot be hit with grenade launchers and to supplement the dismount element's fire, Claymores and other antipersonnel mines can be used. A Claymore must be fired by a soldier who can see its sector of fire. Claymores can be double wired so that they can be fired from either the position they protect or the adjacent position. If more than one Claymore covers the same sector, the dismount team leader should establish a firing sequence. Since there is only 100 feet of wire with the Claymore, care should be taken to insure that soldiers in adjacent positions are not in the Claymore's backblast area.

Antitank mines are used for close-in protection against mounted assaults. It is best to place antitank mines on likely tank routes where they can be covered by AT4 and Dragon fire. At least one mine should be emplaced per two-man position; more can be used depending on how vulnerable the dismount team is to armored attack. When mines are used, appropriate reports must be made and locations recorded. All antitank mines should be removed before leaving the position. If this is not possible, such as when a withdrawal is ordered, a report that mines were left in place must be made to proper authority.

The dismount team leader must concentrate his efforts on controlling the team's fires. He only fires his own weapon to designate targets or in situations where additional firepower is needed.

The dismount element leader and team leaders must be in positions from which they can control their men. The dismount team leader will normally be located toward the center of the team. He may have to occupy a position by himself, or with the Dragon gunner, or near the machine gunner. He should position himself where he can see the entire team and its assigned sector. Ideally, he should be able to see the dismount element leader. The dismount element leader must find a position that lets him overlook the element's entire sector or at least the most critical part of it. When possible, he should have visual contact with the carrier element or a part of it.

#### 8. Indirect Fire.

Most indirect fire planning is done by the company commander and the fire support team (FIST) chief. Based on your guidance, targets are identified by the FO party attached to your platoon. This target list



is forwarded to the FIST chief who consolidates the list and incorporates it into the company's target list. A copy of the company target list is given to you. You and your FO check the target list to insure that fire is planned on all enemy avenues of approach and on known or likely enemy positions in the platoon sector of fire. If more targets are needed, the FO requests them through the FIST chief. The FO normally stays with the same element you are with.

The company commander may assign a mortar or artillery final protective fire (FPF) - a prearranged barrier of fire - to a platoon area. You must plan its location with your FO and the FIST chief. It should cover the most threatening approach with high explosives (HE) quick on dismounted approaches or dual-purpose improved conventional munitions (DPICM) on mounted approaches. The FPF is planned close to the platoon position, but not close enough to endanger friendly troops. The FO will advise you on how close to the dismount teams an FPF can be fired with no danger to the troops. This varies with the type of weapon and ammunition fired. When assigned an FPF, you will have authority to call for it unless the company commander retains authority. The FPF is essentially fired as a last resort to stop an enemy assault. On signal, it is fired continuously until it is ordered stopped. All other platoon weapons fire while the FPF is being fired. The widths, by weapons, of impact areas of typical FPFs are:

<u>WEAPON</u>	<u>UNIT/NUMBER</u>	<u>WIDTH OF FPF</u>
81-mm mortar	(3 mortars)	100 meters
81-mm mortar	(6 mortars)	200 meters
107-mm mortar	(3 mortars)	150 meters
107-mm mortar	(6 mortars)	300 meters
155-mm howitzer	BATTERY (6 HOWITZERS)	300 meters
155-mm howitzer	BATTERY (8 HOWITZERS)	400 meters

#### 9. Security.

You set up a security system for your platoon to keep the enemy from observing or surprising the platoon. This system is based on guidance from your company commander, the enemy situation, terrain, and visibility conditions. Your squads will normally be required to conduct stand-to according to unit SOP. A stand-to is a period of maximum preparedness at first light in the morning and at darkness in the evening. This insures that the unit is ready for action and that every man adjusts to the changing light conditions. As a minimum, stand-to is conducted 30 minutes before beginning morning nautical twilight (BMNT) and 30 minutes after end evening nautical twilight (EENT). The SOP should specify the actions to be taken, but as a minimum they should insure that:

- Troops are awake, dressed, and ready for combat.
- Vehicles are topped off with fuel and stocked with a basic load of ammunition.
- Weapons are cleaned, serviced, assembled, and ready for action.
- Radios are turned on and tested (briefly).
- All vehicles are loaded to the extent possible, less the deployed dismount teams, are ready for short-notice moves.

As a minimum, an OP is established, within small arms support range and with communications to provide security for the platoon.

#### 10. Directing Platoon Fires In The Defense.

When your platoon is defending against an attack, you must, control the opening of initial fires; control the rate and distribution of fires; shift fires to the most dangerous targets, as required; and halt the platoon fires, as required.

When the enemy attacks, your platoon will hold its position except on order of the company commander. A successful defense depends on each element accomplishing its mission. When attacked, you must:

- Control the element's fire, to include the opening of initial fire, shifting of fire to the most dangerous targets, and fire discipline.
- Identify targets and request indirect fire to suppress or destroy them.
- Shift men and weapons within the element's position, as required.
- Keep the company commander informed.

Controlling the opening of initial fire is done in stages, based, in part, upon the effective range of the weapons available. A typical sequence might be:

<u>Weapon</u>	<u>Range</u>
Indirect fire	1,000 meters (plus)
Dragon	1,000 meters
Caliber .50	1,600 meters
M60 Machine Gun	1,100 meters
M16	300 meters
M203	300 meters
AT4	200 meters

When an enemy force attacks, hold your platoon's small-arms fire until the force comes within effective rifle range (300 meters), or until the force reaches a point (a road, a stream, or an open area) designated by the company commander as a fire-at-will line. Tell your squad/team leaders to open fire when the enemy reaches that line. If there is no fire-at-will line, you may establish one for your platoon or for each separate squad/team, depending on the terrain. This line will help you place effective surprise fire on the attacker. (The same procedure applies to anti-armor fires, although the effective range will vary.)

The priority of targets is determined by the type of weapon:

<u>Weapon</u>	<u>Primary Target</u>
Dragons	Tanks/BTRs/BMPs
AT4s	BMPs/BTRs/Tanks
Rifles	Infantry
Caliber .50	Infantry/light vehicles
M60 Machine Guns	Infantry

## Grenade Launchers      Infantry/BMPs/BTRs

If the enemy assault hits only part of the platoon's front, unengaged squads should shift their fires to that area. The team leaders and squad leaders who are unengaged must guard against enemy movement in their own sectors.

Riflemen must be disciplined in the use of automatic fire. Semiautomatic fire is more effective than automatic fire. You must insure that your men understand that the most effective way to cover a target is by using systematic, semiautomatic fire - that is, selective firing, making every shot count.

You must have a simple and effective means of controlling the fires of your platoon to insure that your frontage is properly covered. You use:

- Standing Operating Procedures (SOP). SOPs are actions that your squad/team leaders and platoon members perform automatically without command. Their use eliminates many commands and simplifies your job control, but they must be well understood by all members and thoroughly rehearsed during training.
- Wire. When you have the time and equipment available, wire is an excellent means of communicating instructions to your squad leaders and key crew-served weapons. Remember, however, that wire is easily broken by artillery, small-arms fire, grenades, etc., so you must insure that you have a backup plan.
- Radio. Use of your squad radios will assist you in controlling your platoon during the battle. Insure, however, that you have an alternate plan of communicating in case of jamming or radio failure.
- Oral. This is an effective method of control unless the squad and team leaders are too far away or the noise of battle makes it impossible to hear.
- Prearranged signals. These are either visual or sound signals such as pyrotechnics or blasts on a whistle. These signals should be included in the company or platoon SOP and must be clearly understood by all platoon members.
- Arm-and-Hand Signals. This is an effective method of control when the squad/team leaders can see you.
- Personal Contact. In many situations, you will have to move from one squad/team leader to another to issue instructions.
- Passing Orders from Man-to-Man. This is an effective method when the order is simple and time is not critical.

### 11. Summary.

In this part, defensive tactics and techniques were discussed. Including control, methods of employment for an APC platoon, carrier and dismount teams positions, indirect fire and security. We also discussed how you control the platoons fires in the defense. Which included, control of the opening of initial fire, fire-at-will line, priority of targets based on the type weapon, and the means you use to control fires to ensure that your frontage is properly covered.

This completes lesson one. You should know how to designate fighting positions for key weapons, how to prepare squad and platoon sector sketches, control and position an APC platoon in the defense, and supervise the construction of an M60 machine gun position. After reviewing all the material in this lesson, you should complete the practice exercise for lesson one. Answers and feedback for the question in the practice exercise will be provided to show you where further study is required.

# LESSON 1 PRACTICAL EXERCISE

**Instructions**      The following items will test your understanding of the material covered in this lesson. There is only one correct answer for each item. When you have completed the exercise, check your answers with the answer key that follows. If you answer any item incorrectly, review that part of the lesson which contains the portion involved.

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**Situation:**      You are a platoon leader. You are preparing your platoon to defend its assigned battle position.

1. You are designating positions for the Dragons. You
  - ☐a. select an alternate position covering the most likely dismounted avenues of approach.
  - ☐b. deploy them laterally and in depth to cover a designated armor kill zone.
  - ☐c. select good firing positions, and give control to the squad leaders.
  - ☐d. position them to cover the same sectors of fire from the supplementary positions.
2. You just gave one of your M60 machine gun crews the position, sector of fire, and PDF. The crew should now
  - ☐a. ensure that the secondary sector can be covered.
  - ☐b. outline the position on the ground.
  - ☐c. mark the position to lay the machine gun on the PDF.
  - ☐d. position the machine gun to lay on the FPL.
3. The company team fragmentary order (FRAGO) directed you to move your platoon to a new battle position. The FRAGO indicated that you would be in the position for a short time and to conduct a hasty defense. The method of employment you use is
  - ☐a. carrier teams and dismount teams on the same position
  - ☐b. teams on adjacent positions.
  - ☐c. carrier element and dismount element on separate battle positions.
  - ☐d. platoon mounted on a single battle position.

# LESSON TWO

## CONDUCTING MECHANIZED (M113) INFANTRY DEFENSE

### Soldier's Manual Tasks:

- 071-326-3008 Control platoon APC's in the defense.
- 071-430-0006 Conduct a defense by an M113 platoon.
- 071-430-0002 Conduct a defense by an M113 squad.
- 071-430-0007 Consolidate and reorganize an M113 platoon following enemy contact while in the defense.
- 071-410-0015 Direct dismount from an M113 vehicle in the defense.

### OVERVIEW

- TASK DESCRIPTION:** Conduct Mechanized Infantry (M113) Defense
- TASKS:** Identify cover and concealment, control of platoon APCs, conduct a platoon defense, a squad defense, perform consolidation and reorganization after enemy contact in the defense, and direct dismount from an M113 in the defense.
- CONDITIONS:** Given the subcourse material for this lesson, a combat (training) scenario, the student will complete the practice exercise at the end of this lesson.
- STANDARDS:** The student will demonstrate his comprehension and knowledge by identifying, cover and concealment, control of platoon APCs, conduct a platoon defense, a squad defense, consolidation and reorganization in the defense, and directing dismount from an M113 in the defense.
- REFERENCES:** The material in this lesson was derived from the following publications:  
FM 7-7  
FM 21-3  
STP-7-11B24-SM

### PART A - CONTROL A MECHANIZED PLATOON M113s IN THE DEFENSE

#### 1. General.

When your platoon is defending, you must position the platoon's APCs in defensive positions covering the designated avenues of approach. You have to determine the best tactical position or combination of

positions for each APC in your platoon so that each has cover, concealment, and a good field of fire, and best supports the platoon in accomplishing its mission.

## 2. Tactical Positions.

There are two tactical positions for APCs: hide and hull-down.

- Hide. In this position, the vehicle is completely covered and concealed. However, fields of fire are not available to the caliber .50 machine gun or Dragon.
- Hull-down. This is a firing position in which the vehicle is covered from the enemy, but clear fields of fire are available for either the machine gun or Dragon.

## 3. Selecting and Occupying Positions.

You must consider the following factors when selecting positions for your APCs:

- Do not destroy camouflage when moving into an area. Pick vehicle positions before moving into the area, then move the vehicles into positions. Remove or camouflage track marks to decrease the chance of detection by aerial observation.
- Ensure APCs can support the dismount element by fire. Ensure APCs can rapidly rejoin the dismount element using covered and concealed routes.
- Position APCs on terrain that takes maximum advantage of the longer-range fires of both the Dragon and the caliber .50 machine gun.
- Ideally, targets should be engaged from hull-down firing positions. However, if a hull-down position is not available, the APC should occupy a hide position with an observer placed forward. When a target approaches, the APC is quickly moved to a firing position from which it can best shoot the target. After firing, the APC may quickly move to an alternate or hide position to evade counterfire.
- Plan for the preparation and occupation of alternate and supplementary positions. Care must be taken to select and reconnoiter covered and concealed routes to these locations.
- Plan and coordinate both direct and indirect fires. Assign sectors of fire to each APC and ensure that accurate range cards are constructed. Plan use of all available indirect fires in your sector through the company fire support team.
- Use reliable means to communicate with the observers and with the remainder of the platoon to ensure timely and effective engagement of targets. Check your communications periodically to be sure they will work when you need them.

## 4. Summary.

This concludes the portion on controlling APCs in the defense. We discussed hide and hull-down positions for APCs, and how to select and occupy positions. We will now move to conducting a defense by an M113 platoon and disengagement by an M113 platoon.

## **PART B - CONDUCT A DEFENSE BY AN M113 PLATOON**

### **1. General.**

When the enemy attacks, all available weapons are brought into play. Beginning at extended ranges, ITVs, attack helicopters, artillery, mortars, and tactical air are directed against enemy formations. As the enemy advances, friendly tanks begin to engage enemy tanks. This fire is reinforced by the suppressive fire of caliber .50 machine guns against enemy BMPs and BTRs. When the enemy is within 1,000 meters, Dragons are used against enemy tanks and personnel carriers. At closer ranges, the fires of the dismounted infantry, the caliber .50 machine guns, and indirect fires are added to the battle to engage dismounted infantry. If orders are to retain the defensive position, the dismount teams repel the assault. They are supported by the close and continuous fires of the APC. If the mission calls for the platoon to displace before becoming decisively engaged, dismounted elements quickly remount at a remount point to the rear of the fighting position. The platoon then displaces to its new location covered by tanks and the overwatch fires of ITVs.

### **2. How Carrier Teams Defend.**

Your carrier team must use its mobility, firepower and armor protection to the best advantage in the defense. The carrier team using the Dragon on the viscous mount can defeat armor to ranges of 1,000 meters and using the caliber .50 machine gun can provide suppressive fire to 1,600 meters. Because the carrier team can be organized to fit the situation, the inclusion of an M60 and M203 to the carrier element can increase its security and suppressive fire capability.

The carrier team's antiarmor system is medium range, therefore, they are not used alone except where terrain does not allow longer fields of fire. Generally, your carrier element will not be used alone but in conjunction with the ITV and tank element. ITVs begin engaging enemy forces at 3,000 meters to maximize their stand-off advantage. If the enemy draws closer to the 1,500-meter range, ITVs displace to the flanks and rear or to deeper battle positions while tanks and Dragons pick up the fight. If the company team is organized with battle positions in depth, your carrier teams after firing may displace to alternate firing positions or disengage and displace to other battle positions. Tanks generally displace overwatched by ITVs, and other tanks.

Your carrier team must be prepared to move to alternate firing positions to avoid enemy return fire. If effective fire is not received after firing the first missile, a second missile may be fired from the same position. Because the APC's mobility is limited, the timing of the decision to move is critical.

The caliber .50 machine gun is effective in suppressing ATGMs and machine gun positions, defeating thin-skinned vehicles, forcing armored vehicles to button up, and engaging troops riding on the outside of tanks or dismounted. The caliber .50 machine gun should be used whenever possible to conserve use of the Dragon. Whenever terrain does not permit mounted use, the caliber .50 machine gun should be employed ground mounted on a tripod with the traversing and elevating mechanism. This employment is more accurate than the free gun on the APC in delivering final protective fires. It should be remembered that ground-mounted employment decreases the mobility of the gun and increases redeployment time.



Your carrier team leader must move the vehicle to alternate firing positions to get away from effective enemy fire or to gain a better firing position in the desired sector of fire or engagement area.

This movement may be directed by the carrier element leader or may be an automatic action of the team leader. The carrier team must avoid multiple shots from the same firing position when the enemy is effectively returning fire. Movement of individual vehicles must be coordinated so that all vehicles will not be out of firing positions at the same time. Normally, when a threat exists in the platoon's secondary sector, you direct movement to supplementary positions. This movement normally involves all parts of the carrier element moving at the same time, but it may be done by single APCs or by pairs (sections).

If effective enemy fire forces a carrier team to leave its position, grenade launchers (if on board) can be used to conceal the vehicle's movement. Your platoon can use smoke to screen movement between positions; to screen occupation of, withdrawal from, or reoccupation of positions; or to screen a counterattack. The smoke can also cover displacement between delay positions. It can deceive the enemy as to the location and number of vehicles employed on each position, and it can slow the enemy enough to let the platoon occupy new positions.

Because there are only 16 smoke grenades per vehicle, the use of the grenade launcher must be controlled. The limited number of smoke grenades makes it necessary for the platoon to take advantage of all available smoke sources and conserve smoke grenades for self-defense. During movement, you might direct a certain squad to launch its smoke grenades to counter antiarmor fires. The 70-meter-wide smoke screen may not screen the entire platoon from the enemy gunners. If not, you could then direct another squad to launch its smoke grenades. All vehicles must take evasive action to get full advantage from the smoke screen.

If a smoke screen is needed to cover the crossing of an open area, the smoke-grenade launcher can be used to set up the smoke screen.

If your platoon is ordered to move to another battle position, and if its elements are located together, the carrier element may continue the fight while the dismount teams remount the vehicles. When the elements are separated, the dismount element, as soon as it reaches the remount point, should notify the carrier element. The carrier element then moves to the remount point to pick them up. If either element becomes decisively engaged, then the platoon must disengage. Normally, the company or battalion will take action to relieve pressure. (See Part C, Lesson Two.)

To avoid decisive engagement, the platoon must move quickly. An enemy force traveling at 20 kilometers per hour (kmph) (12 miles per hour (mph)) moves 1 kilometer in only 3 minutes. To slow the enemy, the carrier element should increase its rate of fire. The FO should call for indirect fire and smoke. Emplaced obstacles and mines also will slow the enemy attack.

Your platoon is especially vulnerable to enemy fire while it is moving. Machine guns and M203s should be oriented to the rear. Techniques of retrograde movement are discussed as part of disengagement (See Part C, Lesson Two).

### 3. How Dismount Teams Defend.

Your dismount teams must be prepared to defend against dismounted as well as mounted attacks.

- **Defending Against a Dismounted Attack.** During an attack, the enemy infantry will advance as far as possible mounted in BTRs and BMPs. When forced to dismount, the infantry will continue the attack on foot supported by indirect fire, tanks, BTRs, and BMPs. Indirect fires should be placed on the enemy's dismounted forces as fast as possible.

The dismount teams should engage the attacking enemy force as soon as it comes within the element's sector of fire. Targets in the primary sector of fire have priority. But, when no targets show in the primary sector, targets in the secondary sectors are engaged. If machine guns are shifted to fire into secondary sectors of fire, assistant gunners should check primary sectors, between bursts, to guard against any enemy movement in the primary sector.

As the enemy begins the assault, you request and employ all FPFs. Machine guns fire on their FPLs or PDFs, and FOs call for mortar and artillery FPFs. A heavy stream of fire is maintained until the enemy assault is halted. The rate of fire is then reduced to save ammunition.

When the enemy assault is repelled, you must be ready to counterattack retreating enemy forces. Retreating enemy forces are often disorganized and exposed to fire. While the dismount element's ability to pursue is limited, the element leader should keep calling for indirect fire and be prepared to quickly remount the APCs and counterattack, if ordered to do so.

- **Defending Against a Mounted Attack.** You should coordinate the employment of indirect fires on enemy infantry riding on tanks, at exposed crew members to force them to close their hatches, and at dismounted infantry moving along with the tanks. Riflemen and automatic riflemen should direct their fires to cause the same effect. If the enemy infantry can be stopped, his tanks become vulnerable to medium and close range antiarmor weapons.

Dismounted Dragons are used to engage enemy tanks as soon as the tanks enter their sectors of fire. Primary sectors of fire are set up for flank shots (Figure 2-1). Dragons may be fired at enemy tanks in secondary sectors of fire when no tanks are seen in primary sectors of fire. When engaging targets, antiarmor specialists should make maximum use of the front protection of their positions and try for flank shots at target tanks. All dismounted Dragon engagements should be controlled by the dismount team leaders.

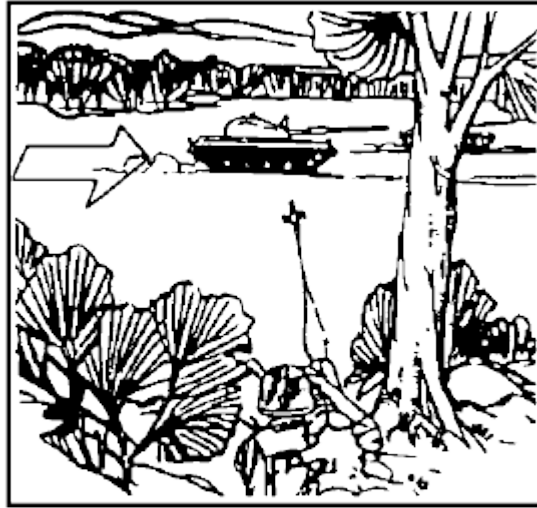


Figure 2-1. Dragon Flankshot.

AT4s are fired at enemy armored vehicles that close on the dismount team's position. Dismount team leaders should hold AT4 fire until enemy vehicles come into the protective minefield or close enough so that AT4 hits can be made on the sides of the target vehicles. A dismount leader will normally have better results if his entire team hits one enemy tank with surprise volley or pair fire.

Grenadiers fire dual-purpose ammunition at BTRs and BMPs, preferably from the sides. As with the AT4, they should wait until the targets are close enough so they can make hits.

#### 4. Summary.

This concludes the discussions on conduct of the defense. We discussed how carrier teams defend and how dismount teams defend against dismounted and mounted attacks. We covered the importance of engaging enemy forces at long ranges particularly with ITVs in order to maximize their stand-off advantage, moving the carrier team to alternate firing positions to avoid enemy return fire, employment of FPFs against dismounted attacks and use of Dragons, AT4s and grenadiers by the dismounted teams against mounted attacks. We will now discuss actions your platoon must take when it is ordered to disengage.

## **PART C - CONDUCT A DISENGAGEMENT BY A PLATOON WHILE UNDER ENEMY PRESSURE**

### 1. General.

As the enemy closes, and based on orders from the task force commander, the company or company team commander will decide how long to hold defensive positions. The company or company team may be required to remain and fight as long as possible or it may be required to disengage and displace to another position. A platoon, as part of a company or company team, may disengage to defend from another battle position, to prepare a counterattack, to delay, to withdraw, or to prepare for some other mission.

Fire and movement to the rear is the basic tactic for disengaging. All available fires are used to stop the enemy and allow platoons to move away from the enemy. The company or company team commander may move his platoon and mass fire to stop or slow the enemy advance before beginning the movement away from the enemy. A heavy volume of antiarmor fire will force the enemy to dismount his infantry and thus slow his mounted advance. Artillery and mortar HE fire and smoke, as well as mines (conventional or scatterable), will also add to the enemy's confusion, slow the momentum of his mounted attack, and help conceal the movement of friendly units. Small arms and indirect fire can be used against an attack by dismounted troops.

A base of fire is formed to cover other units moving away from the enemy. One unit acts as the base of fire, holding off the enemy by fire or holding terrain that blocks his advance, while other units move to break contact (Figure 2-2).

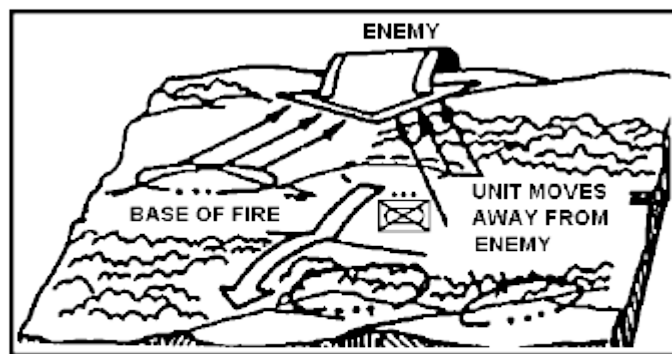


Figure 2-2. Breaking Contact.

When the moving units get to the next position, they provide a base of fire to cover the rearward movement of the forward unit (Figure 2-3).

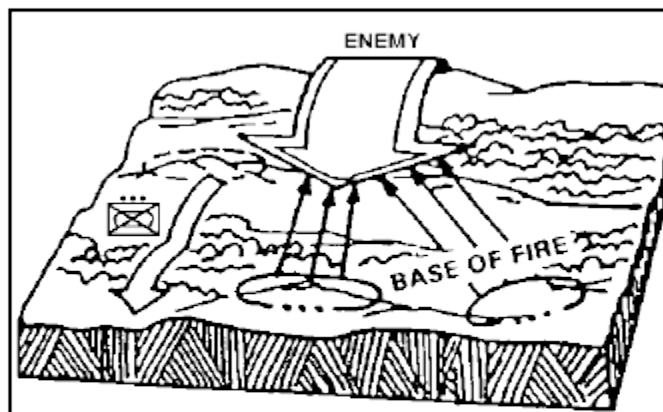


Figure 2-3. Rearward Movement.

Fire and movement in reverse is repeated until contact with the enemy is broken, until the units pass through a higher level base-of-fire force, or until the units are in the next position to resume their defense.

When facing a mounted enemy attack, antiarmor weapons are the most effective weapons for the base of fire. For that reason, movement of those antiarmor weapons must be closely controlled. Normally, ITVs fire and move back first, followed by APCs, then tanks.

In close terrain, when facing a dismounted enemy attack, or with visibility limited, the ITVs and tanks may have to move first, covered by the infantry and their APCs.

The tactics used by your platoon to disengage from the enemy can differ according to how the platoon is deployed, how the company or company team plans for disengagement, and other factors, but some actions apply in all cases:

- Maximum use is made of the carrier team's firepower to cover rearward movement.

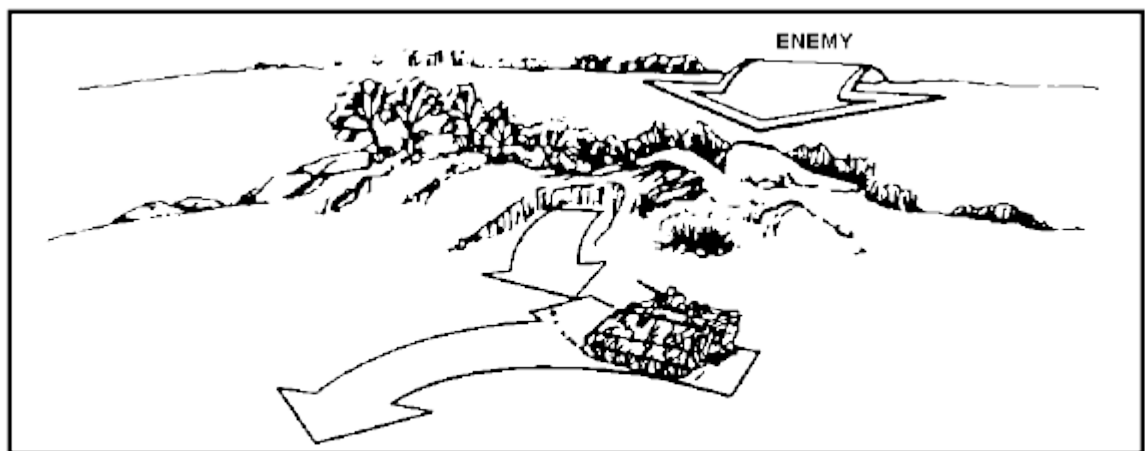


Figure 2-4. Breaking Contact.

- APCs should back out of position and move, keeping a terrain feature between the vehicle and the enemy (Figure 2-4).

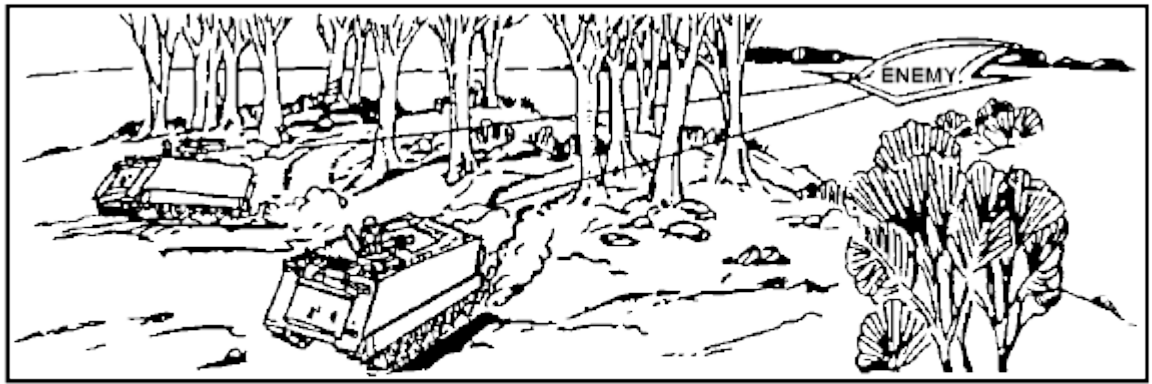


Figure 2-5. Weapons Pointed to Enemy.

- The vehicle-mounted weapons should remain pointed in the direction of the enemy (Figure 2-5).
- Rapid movement and an effective base of fire are the keys to a successful disengagement.

## 2. Plans For A Disengagement.

Plans for a disengagement must be part of any battle position occupation plan. If dismount teams are deployed, a plan for rapid remounting must be made. Keeping the platoon mounted or placing the dismount teams with the carrier teams simplifies this process.

When your platoon employs the carrier and dismount elements on separate positions, platoon remount points and routes to the remount points must be chosen. The platoon remount point can be:

- Near the dismount element position.
- Near the carrier element position.
- Between the two.

Within the remount point, covered positions for vehicles should be chosen that allow for easy remounting even during limited visibility. Dismount team leaders must be sure their men know the location of the remount point, where the squad carrier is at that point, and routes to the point. Routes to the remount point should be covered and allow speedy movement for both elements. Considerations for planning are:

- APCs can move faster and have more protection from enemy small arms fire and artillery fragments than dismounted troops.
- The carrier element often will shift from one firing position to another, so routes must be planned from each position to the remount point (Figure 2-6).

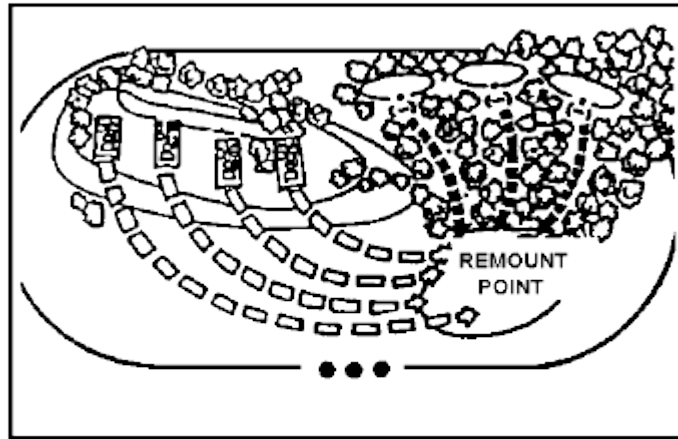


Figure 2-6. Planned Remount Point.

Following routes and finding remount points will be difficult in the heat of battle and even more difficult during limited visibility. As a minimum, routes should be marked and reconnoitered by the carrier element drivers and team leaders (TLs) and by the dismount team leaders.

### 3. How The Dismount Element Disengages.

When the dismount and carrier elements are separated, there are three ways the dismount element can disengage. Simultaneous disengagement (moving all teams at the same time) can be used when the element is covered by another force. When the dismount element must cover its own movement, it disengages by teams or by thinning the lines.

- **Simultaneous Disengagement.** When the dismount teams simultaneously disengage, they assemble and move as one element as fast as possible to the remount point, using movement techniques.

Simultaneous disengagement is favored when rapid movement is critical, the carrier element is adequately covering the disengagement, and the enemy has not closed on the dismount element or cannot fire effectively at it. Simultaneous disengagement can be used when the dismount element can move before the enemy can close on the position because of an obstacle or distance between the dismount element and the enemy. It can also be used when other units of the company, company team, or battalion task force are adequately covering the disengagement.

- **Disengagement by Dismount Teams.** When the dismount element must cover its own movement, one or two teams must stay in position as a base of fire. The rest of the dismount element moves to the rear. Teams left in position must fire into the entire element's sector to cover the movement of the other dismount teams. Sectors of fire are adjusted as necessary to get better coverage of the element's sector.

The teams left in position disengage when the rest of the element is in position to cover their disengagement.

Movement to the rear by alternating teams is kept up until contact is broken. Once contact with the enemy is broken, the disengagement is complete, and the dismount element moves to the remount point using proper movement techniques.

Disengagement by dismount teams has the advantage of simplicity in that the dismount teams stay together. It is used when one or two teams can effectively cover the entire dismount element's sector.

- Disengagement by Thinning the Lines. When disengaging by thinning the lines, selected men from each dismount team (often one man from each fighting position) disengage and move to the rear. The men still in position become the base of fire to cover the movement (Figure 2-7).

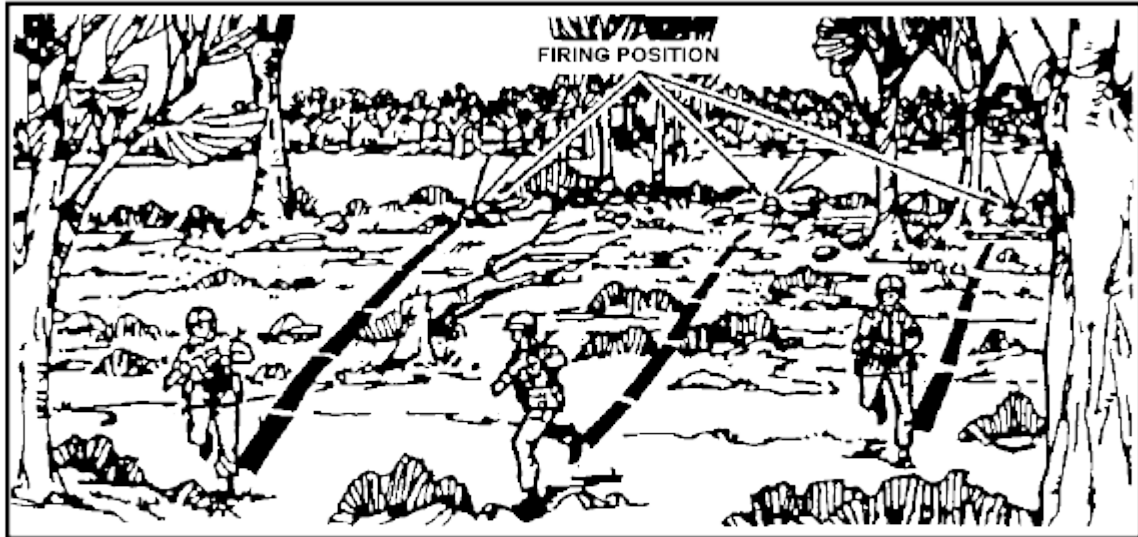


Figure 2-7. Thinning the Lines.



- When the rearward-moving men are in position to provide a base of fire, the rest of the element moves to their rear (Figure 2-8).

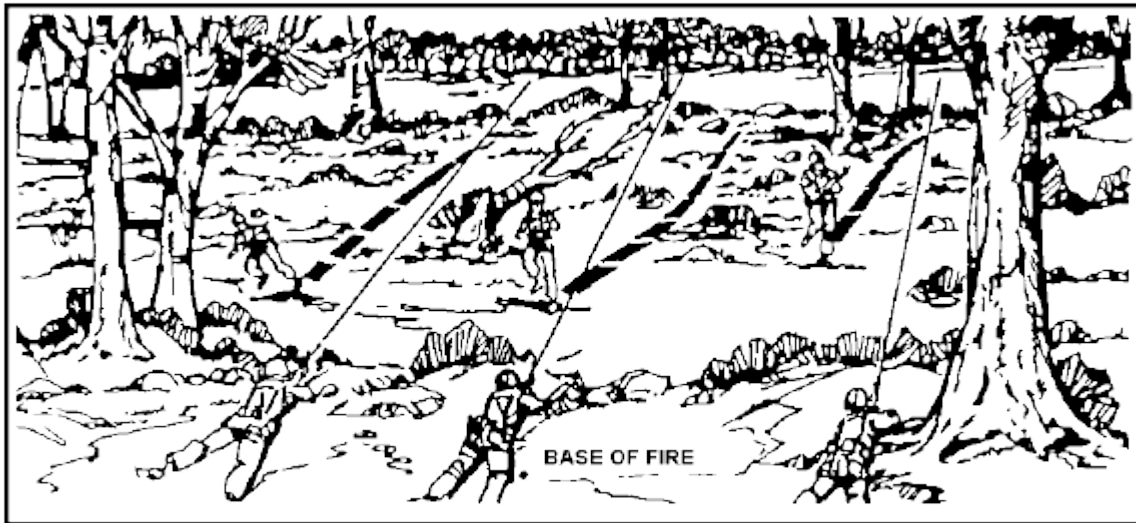


Figure 2-8. New Base of Fire.

Machine guns may move with either the first or last group, whichever best supports the movement. The Dragon has a 65-meter minimum arming range, so it is usually wise to move the Dragons first. The elements and squad leaders normally move last. As one group disengages, men remaining in position increase their rate of fire to keep the enemy from overrunning the position. As with other methods of disengagement, this process is carried on until contact is broken.

Disengagement by thinning the lines allows an even distribution of fire across the dismount element's sector during the disengagement. It is used when no one dismount team can cover the dismount element's sector because of close terrain or limited visibility. But because teams are separated, control is more difficult than when disengaging by teams. If dismount teams are organized into two fire teams, the assistant squad leader moves with the first disengaging team personnel and takes charge of them.

- Disengagement of Dismount Teams When Employed With the Carrier Team. When the carrier teams and the dismount teams are employed on the same position, the dismount teams normally move to their rear while the APCs provide a base of fire. The carrier teams then quickly move to their rear, link up with the infantry, remount, and move out. The dismount teams can use any of the disengaging techniques discussed earlier. The method selected usually will be dictated by the enemy situation, the terrain, and the carrier teams' ability to serve as a base of fire.

#### 4. How The Carrier Element Disengages.

Because of the carrier element's speed and firepower, it is usually best for the dismount element (when deployed) to disengage first while covered by the carrier element. But, if the carrier element is not in a position to support the dismount element by fire or if the dismount element is heavily engaged, the carrier element may have to disengage first and move to a position to assist the dismount element in disengagement. Whichever method is used, there are two basic ways the carrier element can disengage.

If the carrier element is covered by another force, simultaneous disengagement may be used. If the carrier element must cover its own movement, it disengages by teams. These methods are similar in concept to those used by the dismount element.

- **Simultaneous Disengagement.** When the teams of the carrier element disengage simultaneously, they move as one unit as quickly as possible. This method is normally used when the carrier element is covered by another force and speed is the most critical factor. If the dismount teams are already mounted, the entire platoon moves, using movement techniques, to a position designated by the company or company team commander. If the dismount teams are deployed, the carrier element moves to the remount point to pick up the dismount teams, or it may have to attack the enemy by fire from a new position to allow the dismount teams to disengage. Once the dismount teams have disengaged, the carrier element again disengages, either by all carrier teams simultaneously or by individual carrier teams, as the situation warrants.
- **Disengagement by Carrier Teams.** When the carrier element must cover its own disengagement, one, two, or three vehicles can be left in position as a base of fire while the rest move to the rear. The carrier teams left in position must cover the entire sector until the moving vehicles reach positions they can use to provide a base of fire.

The number of vehicles left as the base of fire depends on the enemy situation and how quickly the carrier element must disengage.

The carrier teams receiving the heaviest tank and ATGM fire are normally disengaged first. It is critical that other carrier teams, ITVs, or tanks be able to cover the sectors of the disengaging APCs. This will prevent the enemy from moving quickly into the friendly positions through the gap left by the rearward moving APCs.

Regardless of the method used, the carrier teams keep up fire and movement to the rear until they disengage or are in position to serve as a base of fire for the dismount teams or for other platoons. Execution must be aggressive and well controlled. Carrier teams told to cover the rest of the element's disengagement must step up their rates of fire while teams moving to the rear quickly move, taking advantage of covered and concealed routes. Mounted weapons should remain oriented in the direction of the enemy during movement.

To cover the platoon's move, you should request indirect fire and smoke through your FO or the company team commander. He is used against enemy troops and smoke is used to screen exposed routes the platoon must cross. If the vehicles are having difficulty breaking contact, smoke grenade launchers should be used (Figure 2-9).

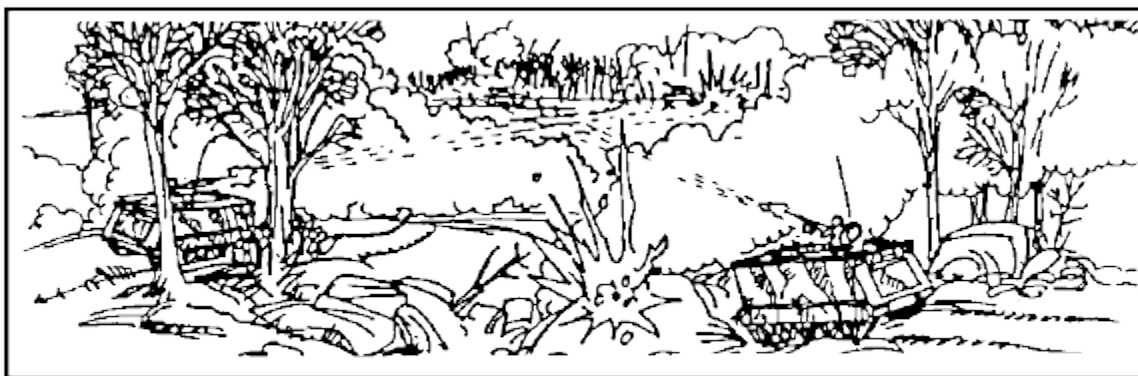


Figure 2-9. Use of Smoke in Disengagement.

If direct fire support is needed to let the platoon disengage, you should ask the company or company team commander for assistance. If the covering fire of other elements is not enough to allow it to move, you may have to use a combination of mounted and dismounted fire and movement.

During a disengagement, the company team commander may direct a platoon to cover the movement of other platoons by occupying battle positions and firing into assigned areas or by holding terrain.

#### 5. Summary.

This concludes the discussions on disengagement from enemy contact. We discussed how a platoon breaks contact and moves to the rear. We covered how you as a platoon leader must plan for disengagement, and how your dismount and carrier elements disengage. We will now discuss how to consolidate and reorganize a platoon following enemy contact while in the defense.

### **PART D - CONSOLIDATE AND REORGANIZE AN M113 PLATOON FOLLOWING ENEMY CONTACT WHILE IN THE DEFENSE**

#### 1. General.

When an enemy assault is repelled or when the platoon is moved to a new defensive position, you and your subordinate leaders must prepare to counterattack, to continue the defense in place, or displace. If you are directed to hold your present positions, the platoon must quickly prepare for more enemy attacks.

You must plan the required reorganization of the platoon and consolidation of the objective, and include your plan in your order to the squad-size-element leaders. The plan is tentative and flexible and may be changed as the situation requires, but it must be complete and as detailed as possible.

## 2. Reorganization.

Reorganization is the restoration of order within the unit and the preparation of the unit for further combat. The preparation should:

- Reestablish the chain of command. Fill all key positions from the remaining element members, and insure that all members are made aware of the new chain of command. (Man the positions of APC gunners and drivers with the best qualified personnel available).
- Redistribute/Resupply Ammunition. Dismount team leaders inventory and redistribute remaining ammunition. Ammunition from casualties is given to survivors. New belts are placed in machine guns; partial belts are relinked. If the squad vehicle is nearby, the dismount team gets additional ammunition from the vehicle. Ammunition status is reported to the dismount element or to you. Carrier team leaders/gunners make a quick count of remaining ammunition. Ammunition status is reported to the carrier element or to you. The carrier element leader may also redistribute ammunition among the APCs. You or your platoon sergeant consolidate the entire platoon's ammunition status reports, and then requests resupply from the company or company team commander. If necessary, send a vehicle to pick up more ammunition. Barrels on machine guns should be changed if time permits and spare barrels are on hand.
- Evacuate the Dead and Seriously Wounded. The wounded are treated and, when possible, returned to duty. The seriously wounded are evacuated to the rear, as are the dead. After casualties are evacuated, all sectors of fire must be checked to insure they are still covered. Leaders must insure that positions are readjusted, as needed, to cover any gaps left by casualties or disabled APCs. Casualty reports are submitted and unit rosters are updated to reflect losses.
- Ensure all prisoners of war (PW), enemy material, and information are collected, reported, and evacuated, if possible.
- Ensure all crew-served weapons are manned and positioned on likely enemy avenues of approach. If there are casualties among leaders or on critical weapons, replace them with other men.
- Give the team/company/perimeter commander a situation report (SITREP) that includes the tactical situation, personnel strength, ammunition, and enemy strengths and captured documents.

## 3. Consolidation.

In consolidation in the defense, when an enemy assault is repelled, you immediately prepare your platoon to meet a renewed assault. To accomplish this task, follow these actions:

- Reestablish local security. If the OPs withdraw to the defensive position, send them back out. If they did not get back, check their status and take appropriate action to get another OP(s) established as soon as possible.
- Use snipers, this is a good time for them to be active. They may be employed with the OPs or at a vantage point-on or behind the defensive positions.

- Restore camouflage and improve positions. Take caution not to overcamouflage a position. If it was not found during the first assault, chances are it will not be found during the next try.
- Reestablish communication. Check the wire to insure it was not cut during the attack. Change pyrotechnic signals if the enemy may have learned what they mean.
- Replace obstacles. If the enemy withdraws far enough and if time permits, replace obstacles, mines, and early warning devices. This is a risky task, especially if the enemy has snipers. Troops must be careful. Request smoke to cover their movement, or wait until darkness.
- Reposition fighting positions and weapons positions. If the platoon has just repelled an attack, the enemy may have found some of the positions. Reposition those that have been compromised. (APC positions should be relocated, as their signature has more than likely given their position away, and because they are the enemy's primary target.)
- Implement sleep/alert plans as soon as possible.

#### 4. Summary.

This completes the discussions on consolidation and reorganizations actions you must take following enemy contact in the defense. We discussed the importance of developing tentative and flexible plans that may be changed as the situation requires, the restoration of order and preparation for further combat (reorganization), and the need to immediately prepare your platoon to meet a renewed assault (consolidation). We will now cover how you and your subordinate leader train for, and direct dismount from an M113 vehicle in the defense.

## **PART E - DIRECT DISMOUNT FROM AN M113 VEHICLE IN THE DEFENSE**

### 1. General.

Squads and platoons move mounted whenever possible. This conserves the infantryman's energy and takes advantage of the APC's mobility and armor protection. When the infantry dismounts, the dismount team must do so rapidly. Both dismount and carrier teams must be able to react with little or no instruction from the squad leader. This part of the subcourse explains how to dismount tactically.

Before every operation, each squad and you, as the platoon leader, should establish who is to dismount and with what weapons and equipment, and who is to remain in the carrier team. This should be in the unit SOP and modified as necessary for each situation.

When there are personnel shortages, changes should be made to insure key positions (squad leader or carrier team leader, gunner, assistant squad leader, and driver) are filled and that key dismounted weapons (Dragon, M60 machine gun if designated, SAWs, and M203 grenade launcher) are manned.

There must also be a clear understanding of who is to be the dismount team leader and who is to be the carrier team leader. Generally, the squad leader dismounts when the whole dismount team dismounts. The team leader/caliber .50 gunner takes charge of the carrier team. The dismount team leader takes control of the dismount team. Both team leaders take orders from the squad leader unless the platoon leader tells them otherwise. If the squad leader decides to fight the dismount team as two fire teams, he

will be in charge of one of these teams. The squad must have well-practiced procedures for rapidly dismounting the vehicle and organizing on the ground for combat operations.

## 2. Squad Leader's Alert For Dismount.

- Dismount Alert. Each squad leader must keep all of his squad informed, and alert as to possible dismount situations. As soon as the squad leader knows where and how he wants to dismount, he will give the driver instructions and give the squad members in the troop compartment the dismount alert. The dismount alert should include the following:
  - Warning - "Prepare to dismount."
  - Dismount team composition - "Standard team" or "No Dragon."
  - Dismount team leader - "I will dismount" or "SGT Jones, dismount."
  - Exit method - "Ramp" or "Door."
  - Dismount instructions - "Dismount left."

If the dismount is a result of enemy contact, the alert may include "action left/right/front" if the driver is unable to orient the front of the carrier toward the enemy.

- Actions of soldiers in Troop Compartment. The squad leader's dismount alert should trigger an automatic reaction among soldiers in the troop compartment:
  - Each man secures his weapon and proper ammunition, LAW, or Dragon.
  - Each man places his weapon on SAFE and loads it.
  - The team leader notifies the squad leader when everyone in the troop compartment is ready to dismount.
  - The squad leader keeps his combat vehicle crew (CVC) helmet or headset on until he gives the order to dismount or the ramp is lowered. This insures that the squad leader can monitor any last-minute changes he gets from you.
- Actions of Driver and TL/Gunner. The driver should always be on the alert for covered and concealed positions. When he hears the squad leader's dismount alert, he must respond without delay to the squad leader's orders. Whenever possible, he should stop the vehicle in a covered/concealed position with the vehicle pointed at the enemy. This aids the gunner because the mounted weapons will not have to be traversed. It also puts the carrier directly between the enemy and the dismounting personnel. The TL/gunner directs the driver to the proper dismount point and helps point the vehicle at the enemy.

## 3. Dismount Exits And Order.

- Dismount Exits. There are two exits that the dismount team can use to dismount the APC - the ramp and the ramp door. The ramp is the easiest and fastest. If the ramp cannot be used or the squad leader wants to dismount only a few personnel, the ramp door may be used.

Your platoon should have a well-rehearsed SOP sequence for dismounting. Normally, this is from the rear to the front. When the ramp is used, the personnel on both sides of the troop compartment can move out at the same time. When the door is used, only one man at a time can get out.

- Dismount Order. When the vehicle is in the right position and correctly oriented, the squad leader gives the order to dismount. If the ramp is used, the dismount order is the driver's signal to lower the ramp. If the ramp door is to be used, the squad leader's dismount order is the signal to open the door. The squad leader removes his CVC helmet, puts on his steel helmet, and dismounts.

#### 4. Actions of the Dismount Team.

The dismount team should move 20 to 30 meters away from the vehicle in the direction specified in the dismount alert (left, right, or rear). The men immediately hit the ground using the best cover and concealment available and face outward toward the enemy. As soon as the dismount team leader accounts for every man and gets oriented, he gives instructions for movement to accomplish the team's mission or to link up with the other dismount teams to form the dismount element.

#### 5. Tactical Considerations.

Whether in contact with the enemy or not, you make every effort to dismount in a covered and concealed location. It may be possible to deploy the dismount teams without the enemy detecting the dismount. This adds to the dismount team's security and lessens the chance they will be engaged by surprise fire.

During darkness, only red interior lights should be used in the vehicle if it is necessary to see to get equipment or to look at a map. This helps the infantrymen gain their "night vision" before dismounting. As soon as the dismount team leader lets the squad leader know that everyone in the troop compartment is ready to dismount, the troop compartment red lights should be turned off. This prevents a violation of light discipline when the ramp is lowered or the ramp door is opened.

#### 6. Safety.

The carrier team must know the dismount team's location. The gunner should keep the driver oriented so that he does not endanger dismounted infantrymen as the carrier is moved. This is especially critical at night. The gunner must insure that he does not endanger the dismounted infantrymen as mounted weapons are fired.

When possible, the carrier team should wait for the dismount team to move away from the vehicle before carrier weapons are fired. This reduces the chance that enemy fires will be attracted that could endanger the dismount team. However, if suppressive fire is needed, the gunner should not hesitate to provide it.

#### 7. Security at a Halt.

Many times when moving mounted, there will be temporary halts. This might be during overwatch, while leaders meet, or while maps are studied. In such cases, you and your squad leaders should have several men dismount for local security. These men should move far enough away from the carrier so that they can hear battlefield noises above vehicle engine sounds. They should be alert for any sign of enemy activity, on the ground or in the air. They should also watch for movement of other friendly elements.

One person in each vehicle, preferably the squad leader or gunner, must observe these dismounted security elements to relay signals of enemy activity, to provide fire support if needed, and to signal the men when to return.

#### 8. Battle Drill.

Battle drill is a critical action to be taken in combat in response to an emergency situation. The battlefield requires platoons to move so that they can get the most out of their APC's firepower, speed, and protection. The precision and ease with which APC's move in response to orders or changing situations attest to your platoon's training level and fighting readiness. Battle drills are preplanned, and they stress changes in formation and movement in response to changes in the tactical situation. Battle drill is a critical action to be taken in combat in response to an emergency situation.

Battle drills teach team leaders to respond to commands rapidly and by force of habit, without detailed instructions. By order or signal, each APC moves at once to assume a specified position within the platoon formation. Every TL and driver must be skilled in battle drill so that they always know their vehicle's position relative to a base vehicle without further word from you.

You command and control your platoon by using standing operating procedures rather than detailed instructions. This prevents confusion and frees you to concentrate on locating and engaging the enemy.

#### 9. Battle Drill Training.

When conducting battle drill training, one thought should be kept in mind: Start with easy-to-do tasks and work progressively up to the complicated, more difficult ones. Classroom work on the blackboard and practice in wheeled vehicles are good ways to start. Drivers and squad leaders can practice dismounted on a parade field if necessary.

Battle drill practice in APCs should begin on the easiest-to-use terrain available - open and relatively flat - and progress to wooded areas where command and control are more difficult.

As the platoon begins to master basic battle drills, you can vary the battle drill program. You can integrate training in such subjects as communications, air defense, occupation of a battle position, and march security.

Battle drill training never ends. Practice goes on as long as the platoon is in the field. The platoon goal is to move and react quickly, instinctively, and effectively under all conditions.

#### 10. Battle Drill Examples.

This part of the subcourse illustrates standard mechanized battle drills for dismounting the APC.

Figure 2-10 is only a graphical example and should not be taken as the only way to execute a mechanized battle drill. For example, the figures show the dismount team arrayed near the vehicle and in a linear fashion; in combat the dismount team may move away from the vehicle and seek cover, as dictated by the terrain.

- Performance Reminders For Conducting Dismount From The APC:
- The squad leader alerts the dismount team.



- The driver looks for a covered and concealed position.
- The gunner uses the caliber .50 machine gun to suppress the enemy.
- The vehicle is halted in the best available covered and concealed position.
- The dismount team dismounts in the following order:
  - No. 5, 9, 8, 6, 1, 7, 4, (dismount right).
  - No. 9, 8, 6, 5, 1, 7, 4, (dismount left).

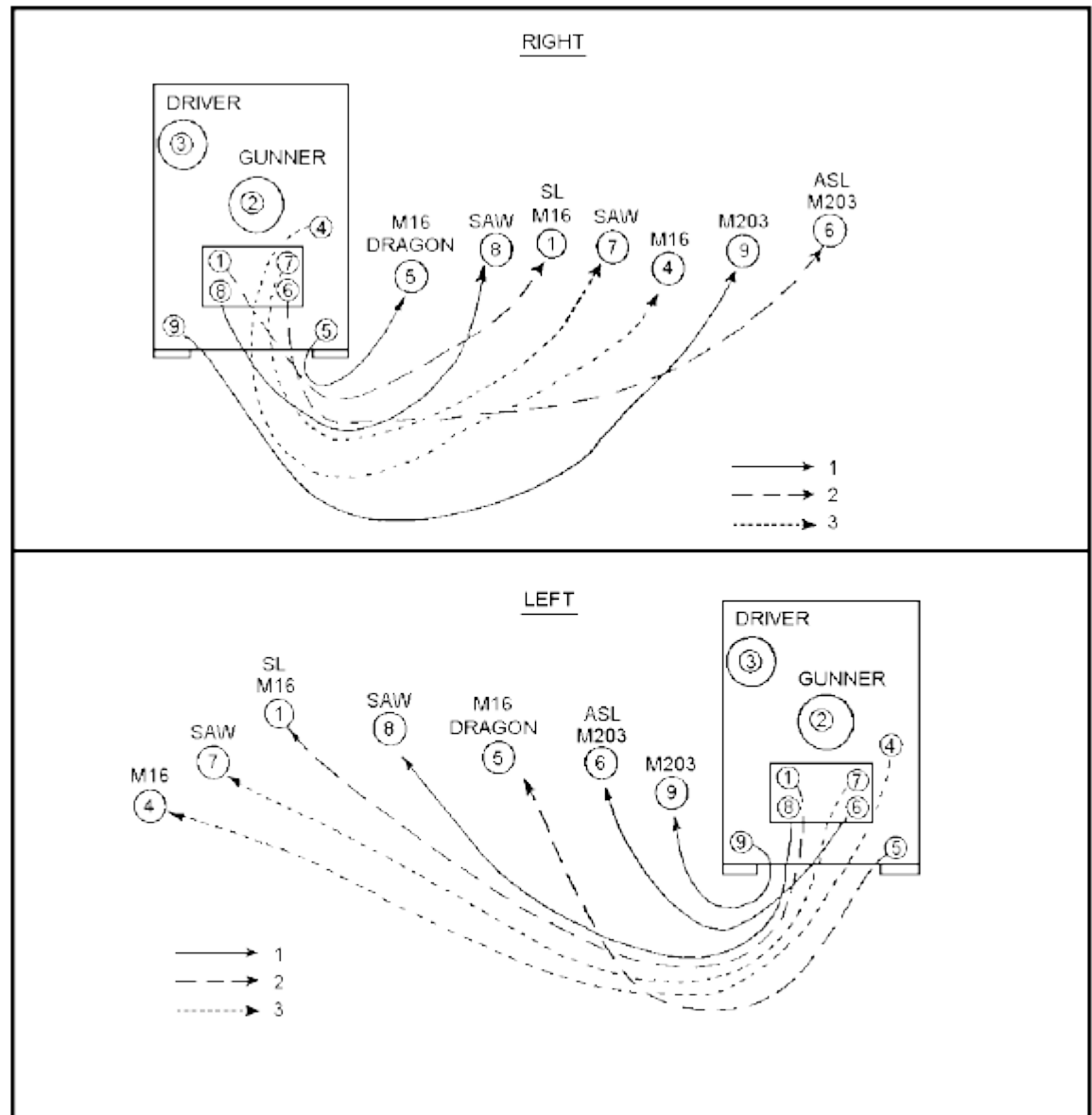


Figure 2-10. Dismounting the APC.

As the dismount team dismounts, the members orient to the front of the vehicle, which should be facing toward the enemy.

The dismount battle drill terminates when the last man exits the vehicle and orients to the front. The battle drill does not necessarily require the exact dismount sequence shown. The dismount team may not "layout" as depicted but may dismount and move out in a specific direction.

#### 11. Summary.

This completes lesson two. You should know how to control APCs in the defense, conduct a platoon defense, consolidate and reorganize your platoon after enemy contact and direct dismount from an APC in the defense. After reviewing all the material in this lesson, you should complete the practice exercise for lesson two. Answers and feedback for the question in the practice exercise will be provided to show you where further study is required.

## LESSON 2 PRACTICAL EXERCISE

**Instructions** The following items will test your understanding of the material covered in this lesson. There is only one correct answer for each item. When you have completed the exercise, check your answers with the answer key that follows. If you answer any item incorrectly, review that part of the lesson which contains the portion involved.

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**Situation:** You are a platoon leader. You have received the company warning order to prepare for a defensive operation. You are preparing to conduct a defense with your APC platoon.

1. You are analyzing the terrain and considering cover and concealment as you select positions for your M113s. You consider that you have two tactical positions for APCs. They are,
  - ☐ a. turret-down and hull-down.
  - ☐ b. hide and hull-down.
  - ☐ c. turret-down and hide.
  - ☐ d. hull defilade and hide.
2. You are using your carrier teams in the conduct of the defense. You must move to avoid becoming decisively engaged. When moving your carrier element you should orient the machine guns and M203s to
  - ☐ a. the front.
  - ☐ b. the direction of movement.
  - ☐ c. to each flank.
  - ☐ d. the rear.
3. Your platoon has just repelled an enemy attack and you are reorganizing. You have just reestablished the chain of command, you should now
  - ☐ a. notify the company commander.
  - ☐ b. change your defensive plan to reflect the new chain of command.
  - ☐ c. make sure all your men are aware of the new chain of command.
  - ☐ d. request replacement personnel.
4. Your platoon is conducting dismount battle drill training. When your dismount team dismounts, they should move away from the vehicle
  - ☐ a. 100 to 200 feet.
  - ☐ b. 50 to 100 feet.
  - ☐ c. 20 to 50 meters.
  - ☐ d. 20 to 30 meters.